

EGM²



Croc

All Keys, Gems & Gobbos!

**Mortal
Kombat**

NEW

Fighters, Moves
Arcade Upgrade!



Castlevania

SYMPHONY OF THE NIGHT

**Second Castle
& Item Blowout**



Street Fighter

EX Plus α

All Moves & Secrets



Nuclear

STRIKE

Full Maps & Tactics

**Diddy Kong
Racing**



World's 1st
Hands-On Strategy

November, 1997

\$4.99/\$6.50 Canada



1.1>

Featured Inside:

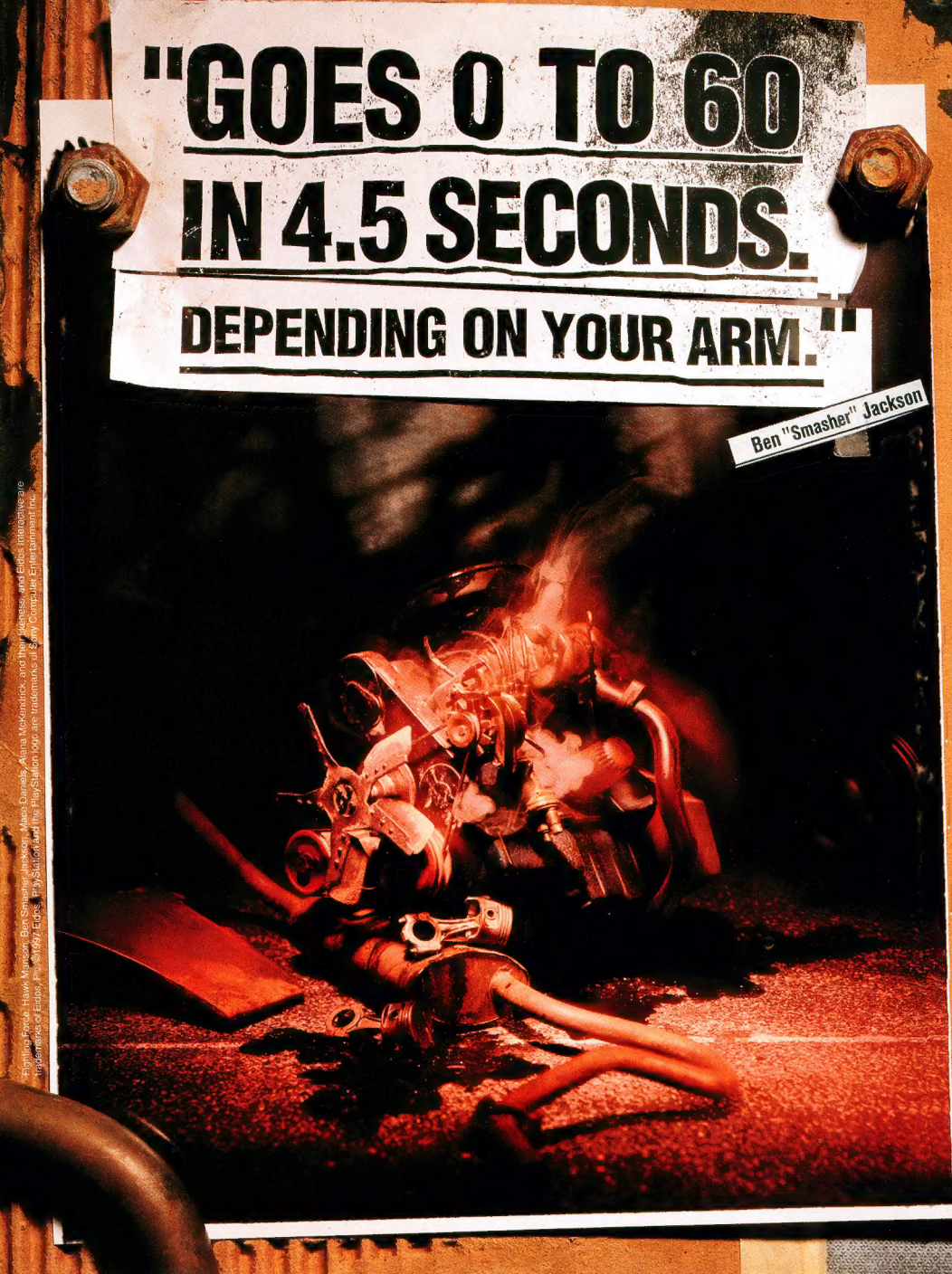
G Police Ghost in the Shell Nightmare Creatures Pandemonium 2 Mischief Makers

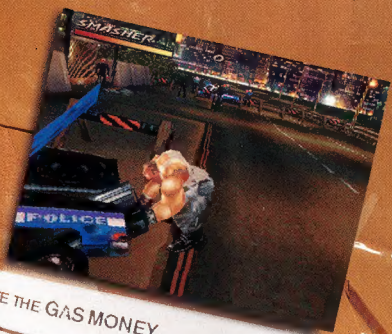
**"GOES 0 TO 60
IN 4.5 SECONDS."**

DEPENDING ON YOUR ARM."

Ben "Smasher" Jackson

Figuring Fridge, Hawk, Minicon, Ben Smasher, Jackson, Mace Daniels, Akira Moxandick, and their likeness, and Eidos Interactive are trademarks of Eidos, Inc. © 1997 Eidos. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.





EIDOS
INTERACTIVE

You've been warned.

CORE

SAVE THE GAS MONEY.

THIS BABY RUNS ON ADRENALINE. YOUR ADRENALINE.

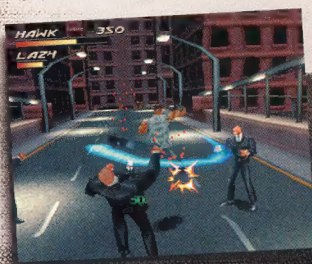


BECAUSE POST-MILLENNIUM MAYHEM HAS STRUCK.

AND IT'S GONNA TAKE MORE THAN A SEMI-AUTOMATIC
TO SURVIVE THESE **3D** MEAN STREETS, SUBWAYS AND
SCUM-FILLED CITY PARKS.

WHERE FIGHTING THE CROWDS HAS A
SLIGHTLY DIFFERENT MEANING.

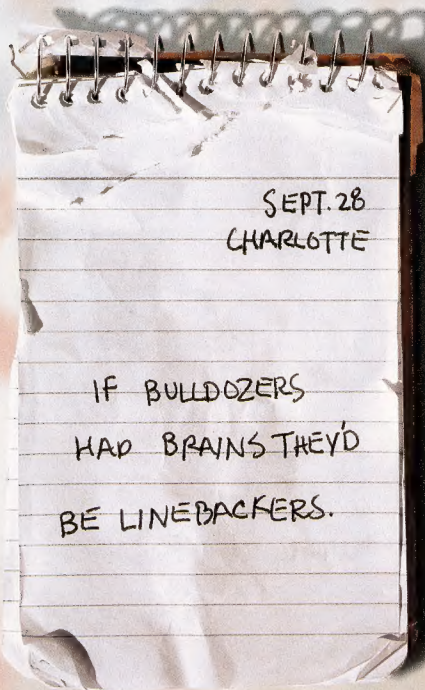
JUST KEEP YOUR EYES PEELED,
BECAUSE ONE GOOD THROW AND
YOU'RE OUT. COLD.



www.fightingforce.com



Software © 1997 Electronic Arts. John Madden Football, EA SPORTS, the EA SPORTS logo, the PLAYERS INC. logo is a trademark of the NFL. PLAYERS, the NFL PLAYERS game console, PlayStation and the PlayStation logos are trademarks of Sega Enterprises, Ltd. Super Nintendo Entertainment System is a registered trademark of Nintendo.



SEPT. 28
CHARLOTTE

IF BULLDOZERS
HAD BRAINS THEY'D
BE LINEBACKERS.



MADDEN
98



www.easports.com

It's called Liquid AI™, chief, and you better get a heads-up
on what it is before it crushes you like a little ant.



Logo, Liquid AI, and "If it's in the game." are trademarks or registered trademarks of Electronic Arts. In the U.S. and/or other countries. All rights reserved. Officially Licensed Product of the National Football League Players. © shield design is a registered trademark of the National Football League. Team names, nicknames, logos and other indicia are trademarks of the teams indicated. TM/©1997 NFLP. Licensed by Sony Computer Entertainment America for use with Sony Computer Entertainment Inc. Sega Genesis and Sega Saturn are trademarks of Sega Enterprises, Ltd. Super Nintendo Entertainment System is a registered trademark of Nintendo of America Inc. Sega Genesis and Sega Saturn are trademarks mark of Nintendo of America Inc. All other trademarks are the property of their respective owners. Feature sets vary among platforms. 24-7 Hut!

November, 1997

Number 4.2

Editorial Staff

publisher	Jonathan Lane
editorial director	Joe Funk
editor in chief	Howard Grossman
managing editor	Nelson Taruc
associate editors	Andrew Baran • Tim Davis Scott Augustyn • Ron Marciniak
arcade editor	Mark Hain
tricks editor	Carey Wise
online editors	Chris Johnston • Helen Lee
chief correspondent	Ed Semrad
foreign correspondents	Stuart Levy • David Rider
managing copy editor	Jennifer Whittdes
senior copy editor	Jo-Ei M. Darnen
copy editors	Dan Peluso
creative director	Michael Stassus
art director	Mike Vailias
art consultant	Cyril Wochock
production director	Marc Camron
prepress manager	Dave McCracken
assoc. prepress manager	Paul Ojeda
network manager	Pam Schneider
analyst	Mark LeFebvre
circulation director	Joan McInerney
newsstand sales manager	Don Galen
circulation coordinator	Ann-Marie Mrozynski
subscription service number	303-665-8930
business manager	Cathy Bendoff
advertising	Ziff-Davis Inc.
inquiries	1920 Highland Ave. Suite 222
contact:	Lombard, IL 60148
	Telephone: (630) 916-7222
	Fax: (630) 916-9254
Assoc. Publisher Sales & Mktg	Jennie Parker
Account Executive	Suzanne Farrell
Midwest & East Coast	
District Ad Sales Manager	Anthony George
West Coast	
District Ad Sales Manager	Jon Yoffie
Northwest	135 Main Street 14th Floor
	San Francisco, CA 94105
	Telephone: (415) 357-5322
	Fax: (415) 357-5201
	E-mail: jon_yoffie@ztd.com
District Ad Sales Manager	Karen Landon
Southwest	135 Main Street
	San Francisco, CA 94105
	Telephone: (415) 357-5460
	Fax: (415) 357-5201
	E-mail: karen_landon@ztd.com
Marketing Coordinator	Amy Dellos
Sales Assistant	Jessica Prentice
Send Advertising Materials:	
Advertising Coordinator	Mike Darling
Founder	Steve Harris

Gaming (company) strategies

As a devoted strategy magazine, we've given tips, tricks and techniques on the best console, arcade and alternative gaming. I guess you could say strategy is in our blood, and we can't help but dissect games. In this vein, I'd like to give my strategy on another closely related topic: the game companies themselves. When the hours grow late, we often talk and fantasize of what strategies we'd employ if we ran the three mega-companies that produce both hardware and software—to be exact: Nintendo, Sony and Sega. For this upcoming Christmas season, here are my humble suggestions for each company to gain the upper hand. (If any of the big three would like some private consultation, I'm available for a reasonable fee.)



Nintendo has one of the strongest-standing reputations in the industry. In fact, on rep and the initial launch of Mario 64, they immediately joined the race and took off running. They have a lot of loyal supporters with tons of people ready to buy quality software (just look at the figures for Star Fox 64). In order to pull ahead of the others, they need to focus on the one thing they lack. What they need to win a crushingly decisive victory is more software both in quantity and in variety. Currently, there are two football games (Madden 64 and Quarterback Club) slated for this season. They need to go with this notion and broaden their horizon to include all genres from sports to RPGs. The lack of entries in these categories forces people to go elsewhere. One possible action could be to lower or simply make development costs more attractive for some of the top third-party companies like Capcom, Konami and EA. With the big N's money and resources, it would be worth taking a loss or "eating" some of the cost to get these companies in their camp. With this diversity and prolific number of titles from these companies, they would be hard to catch.

Sony is making many of the right moves and should keep driving the stake in deeper. Simply, they can afford to lower the costs of software and their system to hurt the prices of carts or more expensive CDs. They should continue to engorge the market with titles ranging in all areas to the point that they reach all ends—from the elite to the mass market. Any title on any system should have a PS equivalent, plus their own unique titles that push their hardware. Remember the history of Beta and VHS. Beta lost to the format that had more availability and mass-market appeal. They should simply focus on their audience and keep making the must-play titles.

Sega has had as much luck as the others, but it continues to be a strong system in the Orient. They should continue to support this large and strong following as well as focus on what they do best here in the States. What they really need is the software and innovations that they have recently put their weight behind (such as the Net Link). They need the experience that simply says, "I have to own/use this system." Possibly a single game with the anticipation, hype and follow-through could reawaken their U.S. audience. Some of their strongest cards have yet to be played with full confidence, such as the area of arcade ports. VF3 or a new 3-D Sonic and Tails (I love that fox) game could spark the flame anew. They should focus on getting games exclusively and create one or two MUST-HAVE games. This will shed the light and public eye back on one of the oldest and strongest companies.

Editor Stats:

Farewells:	Todd and Ron
Highest wardrobe:	Tom Davis
Story of my life:	Two weddings and a funeral
Daddy needs a new...	PC
Favorite food:	Thanksgiving turkey!

by Howard "Misanthrope" Grossman
Editor in Chief egm2@ztd.com

EGM² (ISSN # 1077-3860) is published monthly by the Ziff-Davis Inc., 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. Periodicals Mail postage paid at Lombard, IL and additional mailing offices. Subscription rates for U.S.: \$24.97 (Single issue: \$4.99). Additional postage for orders outside the U.S.: Add U.S. \$18 per year for surface mail; \$24.97 for air mail. POSTMASTER: Send address changes to EGM², P.O. Box 55371, Boulder, CO 80528-3371. For subscription service questions, call 1-800-955-8800 or write to EGM², P.O. Box 55371, Boulder, CO 80528-3371 or e-mail: info@ztd.com or subscriptions@ztd.com. The editors and the publisher are not responsible for unsolicited materials. Without limiting the rights under copyright reserved hereon, no part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise), without the prior written notice of Ziff-Davis Inc. Copyright © 1997, Ziff-Davis Inc. All rights reserved. EGM² is a trademark of Ziff-Davis Inc. TM and/or for all other products and the characters contained therein are owned by the respective trademark and copyright holders. All materials used in this magazine are subject to manufacturers change and the publisher assumes no responsibility for such changes. The Canadian GST registration number is 14049 6700 RT.

Printed in the USA.

CONTROL YOUR POWER

Formula 1 is a registered trademark of Nintendo of America, Inc. © 1994 Nintendo. PlayStation is a registered trademark of Sony Electronics Inc. Mad Catz is a registered trademark of Mad Catz, Inc. The Mad Catz logo is a registered trademark of Mad Catz, Inc. The Mad Catz logo is only compatible with games designed for use with the Mad Catz Race.



Experience the #1 Driving Controller for PlayStation, Nintendo64, Saturn and PCs

CHECK OUT THESE FEATURES:

- Analog Steering Wheel, Accelerator and Brake
- Proprietary Digital Pulse Made for Compatibility with ALL Games
- Digital Action Buttons and D-Pad for Easy Game Set-up
- Full 270° Steering Wheel Rotation
- Stick Shift

Available NOW at: Toys R Us, KayBee, Babbages, Hills, Electronics Boutique, Software Etc., Musicland and other fine retailers.



www.madcatz.com
e-mail: sales@madcatz.com



NASCAR
SIERRA ON-LINE INC.



RALLY CROSS
SONY INTERACTIVE ENT. INC.



FORMULA 1
PSYGNOSIS LTD.



WIPEOUT XL
PSYGNOSIS LTD.



DESTRUCTION DERBY 2
PSYGNOSIS LTD.



ANDRETTI RACING
ELECTRONIC ARTS

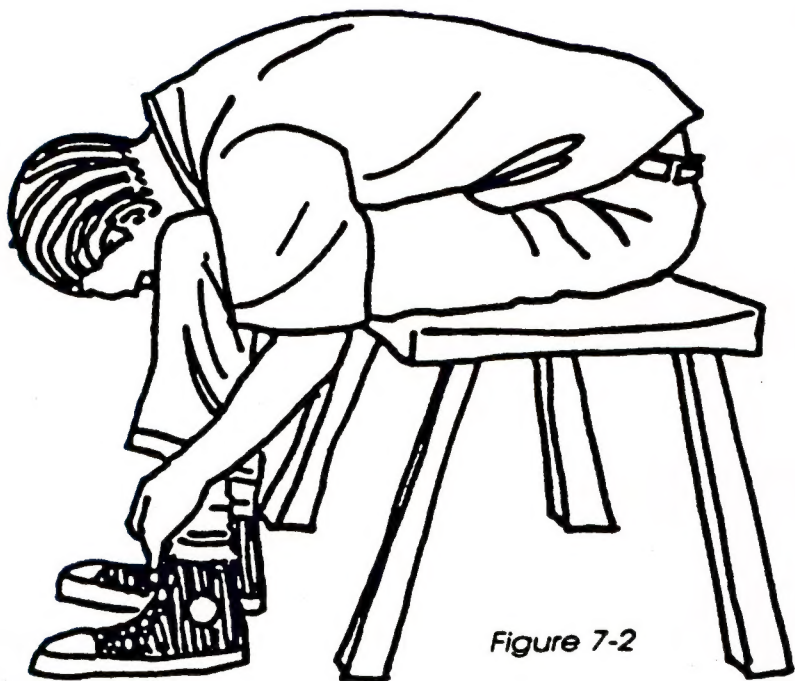


Figure 7-2

First aid for fainting

- Act quickly to prevent the victim from falling.
- If possible, have them put their head down or lie on the floor.
- Loosen the victim's clothing and wipe their head with cool water.
- Do not try to revive the victim by throwing water on their face, shaking or slapping.
- If the victim vomits, quickly put them in the recovery position.



As the victim revives, offer reassurance. Remind them that even the best gamers end up sucking face with the cement sooner or later. So whether it's Deathtrap Dungeon, Tomb Raider 2 or Fighting Force, be prepared for the inevitable. And never administer any first-aid to the victim without first saving their game.

EIDOS

INTERACTIVE

You've been warned.

www.eidosinteractive.com

Feeling A Little Behind The Times?



Call Now!
1-900-PRE-VIEW
\$1.95/minute

Finally there's an instant way to get the latest gaming information and interact with the game editors at **EGM** & **EGM²** without using snail mail or the Internet!



LATEST NEWS & GAMING GOSSIP

Listen to the Q-Mann for the hottest news in the industry!



REVIEW CREW

EGM's Review Crew cuts loose with their trademark no-holds-barred reviews!



SPEAK YOUR MIND

Tell us your reviews or strategies, then read 'em online—or maybe even in the next **EGM** and **EGM²**!



COMING SOON

Be first to unearth the next big thing in **EGM** and **EGM²**!

EGM²

ELECTRONIC GAMING MONTHLY

Be sure to get your parents' permission to use **EGM's** Talkline if you are under 18 years of age. Make sure you have a touch-tone phone. Messages subject to change without notice. A service of **EGM** and **EGM²**.

EGM²

ZIFF-DAVIS INC.

CHAIRMAN AND CEO Eric Hippeau

President Ronni Sonnenberg
President, U.S. Publications Claude Sheer
President, Interactive Media and Development Group Jeffrey Ballowe
President, ZD Brand and Market Group Terri Holbrook
President, Computer Intelligence Bob Brown
President, Training and Support Publishing Group William Rosenthal
Vice President, Human Resources Rayna Brown
Vice President, Information Systems Steve Gladyszewski
Vice President, General Counsel and Secretary J. Malcolm Morris
Vice President, Controller Mark Moyer
Chief Financial Officer Timothy O'Brien
Vice President, Planning Daryl R. Otte
Treasurer Thomas L. Wright

U.S. Publications Group

President, U.S. Publications Claude Sheer
Executive Vice President Lawrence C. Burstein
Executive Vice President Don Byrnes
Executive Vice President Jack Dolce
Executive Vice President Al DiGuido
Executive Vice President Thomas McGrade
Senior Vice President, Circulation Baird Davis
Vice President, Central Advertising Sales Bob Bader
Vice President Chris Dobbrow
Vice President John Dodge
Vice President, Production Roger Herrmann
Vice President, Marketing Services Jim Manning
Vice President Michael J. Miller
Vice President Nancy Newman
Vice President, Circulation Services James F. Ramaley
Vice President Paul Somerson
Vice President, Product Testing Mark Van Name
Vice President Sam Whitmore
Executive Director, Licensing Gertrud Borchardt
Director, ZD Labs Mark Hall
Director, Benchmark Operation Bill Catchings

Interactive Media And Development Group

President Jeffrey Ballowe
Executive Vice President David Shnider
Executive Vice President, ZD Net Daniel Rosenzweig
Vice President, Editor in Chief, ZD Net Daniel Farber
Vice President, ZDTV Richard Fisher
Editorial Director, ZDTV Jim Louderback
General Manager, ZD Net James Savage
Editorial Director, New Products Bill Macrone

ZD Brand And Market Group

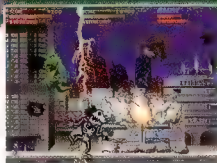
President, ZD Brand and Market Group Terri Holbrook
President, Computer Intelligence Bob Brown
Vice President, ZD Brand Herb Stern
Vice President, ZD Research Elda Vale
Director, Corporate Relations Gregory Jarboe
Executive Vice President, Corporate Sales Joe Gillespie
Executive Director, Sales & Marketing Mike Perkowski
Ziff-Davis Media Network Executive Directors Jeff Bruce
Managing Director Scott Murphy
Directors Rita Burke
Ken Berch
Michael Ernst
Dan Daly
Melinda Maginn
Associate Network Directors Robin Kofsky
Debra Moss
Julie Little

Ziff-Davis Inc.
A SOFTBANK Company



eat.
burp.
eat.
burp.
eat.
burp.
puke!

These guys know how to party.



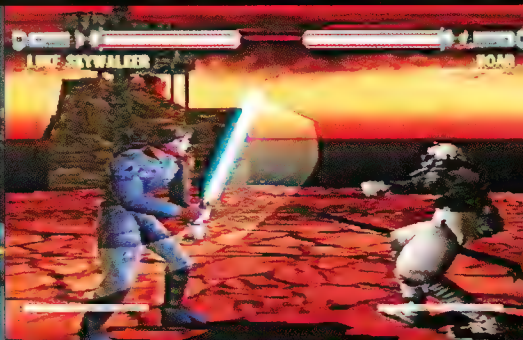
RAMPAGE
WORLD TOUR



Presenting Masters of Teräs Käsi, an all-out fighting frenzy featuring 9 Star Wars characters and introducing a new villain masterfully trained in the ancient martial art of teräs käsi. Battle through 9 action-packed arenas. Engage in weapon-to-weapon or hand-to-hand combat. Wield lightsabers, blasters, flame throwers and battle axes to engage in the ultimate conflict. Heck, even the Empire never struck back this hard. www.lucasarts.com



© 1997 Lucasfilm Ltd. and LucasArts Entertainment Company. All Rights Reserved. Star Wars and the LucasArts logo are registered trademarks, and Masters of Teräs Käsi is a trademark of Lucasfilm Ltd., used under authorization. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.



THE GALAXY IS FAR, FAR AWAY.
THE FIGHTING IS
UP CLOSE AND PERSONAL.



number

41

Game directory

Aero the Acro-Bat	40
Air Combat	41
Battle Monsters	42
Blind Chamber	43
Castlevania: Bloodlines	44
Castlevania: DX	45
Castlevania: S&T	110-19
Command & Conquer	51
Croc	78-88
Crow, The	41
Crisis in US	42
Darklight Conflict	43
Die Hard Arcade	44
Die Hard Trilogy	45
Donkey Kong Country 3	46
Doom 64	47
Doom Troopers	48
Dragonheart	49
El Raging	50-59
Formula Challenge	50
G-Police	51
Ghost in the Shell	52-70
Goldeneye 007	53-58
Goldeneye 007	59
Gunship	60
Hero's Adventures	61
Hexen	62
Last World	63
Machine Hunter	64
Madden NFL 98	65
Mortal Kombat Trilogy	66
Mega Man VII	67
Mischief Makers	68-84
NBA 64	85
Mortal Kombat 4	86-88
NASCAR 98	89-93
NBA Shoot Out 97	94
NCAA Football 98	95
NHL 97	96
Nightmare Creatures	100-04
Nuclear Strike	97-97
Ogre Battle	100
Pandemonium!	101
Pandemonium 2	102-24
Pitfall: The	103
Real Fishing	104
Real Road	105
Saturn Bomberman	106
SCUD: The	107
Sega Rally	108
Seic 3D Blast	109
Shogun Warriors	110
Street Fighter EX+ Alpha	111-33
Street of Rage	112
Super Mario 64	113
Tetris Attack	114
Tetrisphere	115
Tiger Shark	116
Time Crisis	117
True Lies	118
Turok: D3	119
WWF Raw	120
WWF Raw	121
WWF Raw	122
WWF Raw	123
WWF Raw	124
WWF Raw	125
WWF Raw	126
WWF Raw	127
WWF Raw	128
WWF Raw	129
WWF Raw	130
WWF Raw	131
WWF Raw	132
WWF Raw	133
WWF Raw	134
WWF Raw	135
WWF Raw	136
WWF Raw	137
WWF Raw	138
WWF Raw	139
WWF Raw	140

departments

insert coin	→ 6
gamers' forum	→ 18-24
online news	→ 26
tricks of the trade	→ 30-42
strategies	→ 46-133
game over	→ 134-135
what's next	→ 136

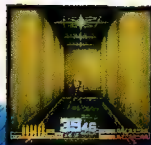
tricks

31 time crisis

By accessing this trick, you will get a hidden Cheat Mode plus a different way to reload your weapon.

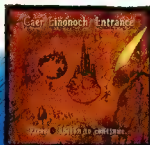
32 goldeneye 007

Use this certain method while in multiplayer Mode to access two of 16 same characters.



36 dragonheart

Instead of going through the game level by level, enter in this level cheat to skip around the game!



38 marvel super heroes

If you plug in this trick, you can play as the heroes: Dr. Doom and Thanos.



30

trick of the month saturn bomberman

Here are a variety of cheats that will help you progress through this difficult game.



meet the new blood in the MK tournament

Mortal Kombat 4 hopes to take the MK tradition and bring it above and beyond spectacular. In this *EGM*, we'll explore the characters' backgrounds—both new and old—plus give tips on their moves and weaponry in order to help you be the master of the new MK.

As well, we'll ponder about the hidden characters.

The kombat starts on **PAGE 126**.

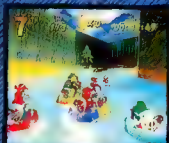
**"Fujin has the most amount
of moves of any
new character."**



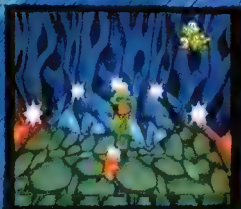
special feature

online news

What news is breaking online? Find out what hot gaming topics are being covered in Videogamespot. Check out the online news on **PAGE 26**.



strategies



see ya later alligator

The peace adoring Gobbos have been kidnapped by the evil magician, Baron Dante. Now it's up to Croc to help save the Gobbos from the Baron Dante's grasp. Although the levels look cartoony, the game's puzzles are no Saturday morning cartoon. That's why we have a lot of tips and tricks you will need to find every secret item in the game! As well, we will help you get through the tough, treacherous terrain Croc will have to face in order to save his furry pals. The story begins on **PAGE 76**.

"Baron Dante's henchmen will definitely want to make shoes out of you..."

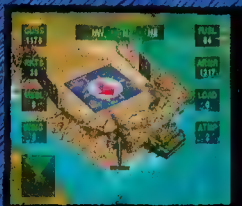
78

it's important to make the first strike

Nuclear Strike has you completing missions in order to stop a mad man from unleashing a nuclear weapon. We will show you where much needed power-ups and vehicles are plus where you'll have to fly, thanks to detailed maps and mission walkthroughs.

The shooting starts on **PAGE 92**.

"The Hovercraft is a very powerful vehicle..."



92

110



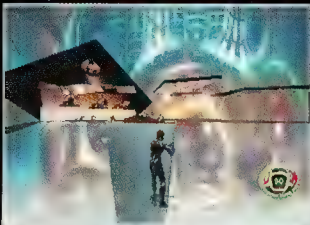
return to castlevania for the conclusion to the guide

In Part 2 of our guide to Castlevania: Rotten, we map out the entire second castle, which is tougher than the first. We will show you how to acquire certain weapons while defeating the various monsters as well as the head blood drinker himself. Check out the info on **PAGE 110**.

"The key to defeating Darkwing Bat is to stay behind him."

DON'T SHOOT

Actual PlayStation Screen Shots:



From 3rd person view, span the horizon for your target.



Snap into sniper mode with the flip of a button.



Start zooming in.

With hundreds of enemy alien grunts and bosses waiting in ambush, saving the earth is an almost impossible task. Fortunately the revolutionary sniper mode evens the odds. Zoom in and target your prey from over two miles away. What was once just a speck on the horizon is now an enemy close enough to see the fear in its eyes. Whether or not it deserves to keep its head is your call.

- Six new arenas designed exclusively for the Sony PlayStation™ game console.
- An arsenal of unique and twisted weapons including bombs, grenades, homing missiles, parachutes, and much more.
- 60 arenas spread out over 6 massive mining cities.
- Full 3-D environment allowing 360 degree freedom of movement.



Created by Shiny Entertainment, Inc. © 1997 Shiny Entertainment, Inc. MDK is a trademark of Shiny Entertainment, Inc. All rights reserved. PlayStation software developed by Neversoft Entertainment. Artwork and design © 1997 Playmates Interactive Entertainment Inc. PIE™ is a registered trademark of Playmates Interactive Entertainment Inc. All rights reserved. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

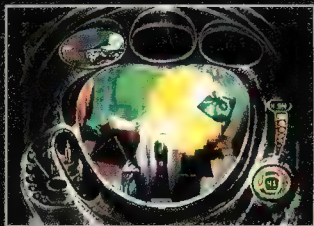
...UNTIL YOU SEE THE GREENS OF THEIR EYES.



Keep going.



Ahh. Bullets or
homing grenades?



Homing grenades.



IT THINKS. THEREFORE IT KILLS.

COMING TO PLAYSTATION™ GAME CONSOLE THIS NOVEMBER.

Shiny
ENTERTAINMENT

www.shiny.com

<http://www.playmatestoy.com>



INTERACT

Strategy Talk

LETTER OF THE MONTH

With an attitude like this, who needs the system...

Dear EGM,

At first I was going to write a letter of complaint to your magazine. Why? Well, I am a Saturn owner, and I think your coverage of Saturn games has been truly lacking.

However, after I read your sister magazine's coverage on E³, I soon directed my anger to where it should belong—that is, to Sega and more specifically to Bernard Stolar, COO of Sega of America.

In this article, Mr. Stolar at first stated that Sega was supporting the Saturn and that

third-party developers are still making games for the system. This to me sounds terrific! Even though the system is almost two years old, I would like to think that I invested my money and time in a worthwhile system. I wouldn't want to go through another 32X fiasco.

However, in his next statement he says, "The Saturn is not our future." Not their future!? Well, doesn't that contradict his previous statement? So does this mean that they are going to release a few mediocre titles just to "keep

the peace" with Saturn owners, but keep the better titles for their new "baby"?

And when this new system is released, who's to say that these so-called mega titles will even be released or worth the money? I mean, weren't we promised mega titles that would blow our minds away for the Saturn? Granted, some of the games are awesome, but they have begun to dwindle.

So I guess I know why your guys at EGM don't have that many Saturn strategy guides now. There won't be that many games being released because Sega doesn't think that the Saturn is their future.

With an attitude like this, I can see why Working Designs is leaving Sega as a third-party developer. And you know what? Perhaps when the new Sega system is released, I might sell my Saturn...and buy a PlayStation or Nintendo 64!

**Larry Coleman
Madison, WI**

Well, we are thankful that you aren't angry with us. We get a lot of letters asking why we don't have more coverage on certain system.

It isn't that we favor one system over another. The bottom line is: We cover games that are being released. And if one system has more games being released in a given month, the readers will see more coverage on that system—that's just how it is.

We have received a lot of angry letters regarding Mr. Stolar's statement. However, there are some quality games coming out, such as Saturn Bomberman and Duke Nukem. We will have to wait and see what kind of support Sega will still have for the Saturn in the new year before we can call the Saturn "another 32X"!



Gamers' Forum goes above and beyond the normal letters section. Inside, learn who's scored big, gripe about gaming wrongdoings, find out what bigwig said what about whom, throw around some trash talk, check out the coolest envelope art around and, of course, learn the answers to some of the

toughest strategy questions plaguing the gaming world. As always, write to us at: **EGM's Gamers' Forum**, 920 Highland Ave., Suite 222, Lombard, IL 60148. **E-MAIL: EGM2@ZD.COM** Include your name and complete mailing address when submitting letters for Letter of the Month (even when e-mailing!)

LETTER OF THE MONTH Contest Rules:

1. No Purchase Necessary. To enter, send your letter to "InterActive Letters to the Editor", 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148, or e-mail us at EGM@ZD.COM. Make sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. Entries must be received by the 15th day of the month for the next available issue of EGM. Sponsors assume no responsibility for lost, mutilated, late (illegible, inaccurate, postage-due), or misdirected entries. Contest open to residents of United States and Canada. Void in Quebec.
2. Prizes: One Grand Prize winner will receive one of the following prizes at Sponsors' sole option: One (1) Sharp Flat Pro for N64; One (1) Program Pad for the PlayStation; or One (1) Eclipse Pad for the Saturn. Grand prize has an approximate retail value of \$29.99 U.S. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Originality (50%); and (ii) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Sponsors should the featured prize become unavailable. The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: "LETTER OF THE MONTH CONTEST RULES", 1920 HIGHLAND AVE., SUITE 222, LOMBARD, IL 60148.
3. Eligibility: Non-compliance with the time parameters contain therein or return of any prize/prizes notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff-Davis Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff-Davis Inc., InterAct Accessories and their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff-Davis Inc., InterAct Accessories and their respective affiliates and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession or use of the prizes.
4. Winners' List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Letter of the Month Winners List", 1920 Highland Ave., Suite 222, Lombard, IL 60148. Requests for winners lists must be received by the 15th day of next month following the on-sale date.
5. Sponsors: This contest is sponsored by Ziff-Davis Inc. and InterAct Accessories, Inc. ©1997 Ziff-Davis Inc. All rights reserved. Printed in USA.

The Laser Quest North America Challenge...

One of the biggest competitions in the sport of Laser Tag was recently held in Downers Grove, Ill. Called the North America Challenge, Laser Quest teams from the entire continent participated. In the end, 27 teams from Mesa, Ariz., to Brampton, Canada, fought each other in heated battles. Games were held with three teams playing at once.

All sorts of playing styles were to be seen, with the final battles becoming a melting pot of stances and dodges. But the Madison Heights team ranked No. 1.

EGM[®] sponsored the Downers Grove team, with Associate Editor Andrew Baran as captain. They placed 12th and everyone on the team did astonishingly well, despite never being in an LQ tournament before.



Thirsty for the ULTIMATE gaming experience?

www.pepsi.com

(Go ahead. Hit it.
You know you really want to.)

PEPSI



PEPSI, PEPSI-COLA and the Pepsi Globe design are registered trademarks of PepsiCo, Inc. The Sony Computer Entertainment logo, a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

New beginning?

Dear EGM,

I'm a proud owner of your mag and FVIII!!! Some of my friends got on the Internet and found out that you can get a special beginning for the game. You start with Disc 2 in the PlayStation and start a new game. It will then ask for Disc 1. If you insert Disc 1 at that time, it is supposed to give you a new BEGINNING!! Instead of the normal scene with Aeris and Midgar, it will have a scene of Cloud burying Aeris. I tried it on my game and it didn't work. Is it only in the Japanese version or is it a fake?

Rick Montgomery Lafayette, LA

Sorry Rick, we tried this trick out on our Japanese and U.S. versions of FFVII and did not get a new beginning! Sounds like a random FMV glitch to us.

Golden codes

Dear EGM,

Are there any codes you can give me for GoldenEye 007? I know there is a feature that

after you beat the first three levels or so you get a code. If it's not too much trouble, can you print some codes?

Andrew Berlin and Matt Turpen Tomas River, NJ

Dear EGM,

I was wondering if there are any cheats for GoldenEye?

Ty Strickland Hartwell, CA



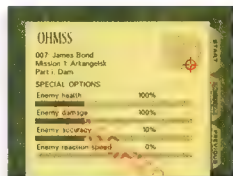
Enter in a few of these codes to help you in GoldenEye 007.

Look in this issue's Tricks section to get some awesome codes. But if you just can't wait, here are some level codes and a secret level editor to get you started.

Codes will be revealed after completing each level under a certain time at a certain difficulty level. Listed below are the levels and times you need for them:

- Level 1: Dam—Paintball Mode—Secret Agent—2:40
- Level 2: Facility—Invincibility—oo Agent—2:05
- Level 3: Runway—DK Mode—Agent—5:00
- Level 4: Surface—2x Grenade Launcher—Secret Agent—3:30
- Level 5: Bunker—2x Rocket Launcher—oo Agent—4:00

Once you finish every single level in the game on the "oo Agent" difficulty, (plus bonus levels 19 and 20) a special "oo7 Mode" will open. This is an Editor Screen in which you can configure enemy options such as Health, Damage, Accuracy and Reaction Speed!



Here is the screen where you can get access to cool options.

Another clue

Dear EGM,

Joe Stumm of Philadelphia asked why he couldn't play as the expansion teams in a season of Triple Play '98 (EGM #39). The reason is that these teams don't begin playing until next season and don't have an official schedule yet. All of the other teams go by official MLB schedule.

David Reed Manville, NJ

Nelson says: Yeah, that's another good reason—but don't you wish EA Sports could've bent the rules in this case and drawn up a "fantasy" season schedule like other companies have done in their baseball games?

What about???

Dear EGM,

I'm concerned about a game called Mace: The Dark Age. In the September and October issues of EGM, I noticed that you had reviews and previews about the new games in the arcades. So what I did not understand is how come EGM didn't have anything about Mace? I would appreciate it if I could see something about Mace, because it's an awesome game.

Levi Furi Cathedral City, CA



Look at EGM #34 to learn Alrashid's Jumping Chop and more.

Oh ye of little faith: We previewed this game in April (EGM #34) and had another update in May (EGM #35).

Not so tough now

Dear EGM,

I bought Herc's Adventures and I learned it's tough. Are there any codes?

Camaron Hall Macon, GA

WHAT IF?

OK, here's another chance to let your creativity really shine! Send your "What If's" in and maybe they'll get published in our mag! All you have to do is think of the weirdest possible thing you can imagine and write it down! Easy enough!

Ken and Ryu of Street Fighter got sucked into a time warp... and have to fight Billy Lee and Jimmy of Double Dragon Nintendo 8-Bit style?

Akuma did an all-you-can-take dunk on NBA Live's Hardaway? Instead of a Street Fighter vs. Mortal Kombat, they competed in a swimsuit competition with Chun-kie and Cammy versus Sonya and Kitana?

Rayden quits Mortal Kombat and enters War Gods?

Dion Powell The Bronx, NY

Moro lost his arm in a fight with the Pilsbury Dough Boy? Inside every Turok, Dinosaur Hunter box there is a free raptor head? (It's filled with yummy yum yum dinosaur nutrition.)

Dennis Willis St. Louis, MO

...people wanted to lose? 16-Bit made a comeback? the M2 and the PlayStation 2 were fake?

...people hated 64-Bit? Justin Gutberlet Lawrenceville, GA

...Nintendo's new slogan was "What's the matter Sony... can't you compete with a fat plumber?"

...Luigi got mad at Nintendo for not including him in any games so he went to work for Sony?

...Sonic and Mario put aside their differences and made their own video game?

...idiots like Mario 64 so much that they went to try to find the other 63?

...Princess Zelda, Princess Toadstool and the artist formerly known as Prince got together for tea?

Corey Knight Lafayette, IN

Trash Talk

Don't out some of your best mimicking and ranting comments (no swearing!).

"I'll tell you what...I'll go get a drink of water, so you see if you can beat me while I'm gone."

"My grandmother could play better than you and she's blind."

"Don't tell me that was your best move!"

Ben Wilson Clinton, Ohio

"Wow! You're good. Oh, wait a minute...that's just the demo."

"Here's a strategy guide. Now maybe you can rank last!"

"Man, there's just no excuse—you suck!"

Steven Schick Sheridan, OR



4 A.M., TALLAHASSEE, FL—

TWO DRUNKS BATTLE IT OUT DOWN THE

HALL. THE 38 EXPRESS SQUEALS TO A

HALT EVERY HALF HOUR ON THE STREET

BELOW. SLEEP DOESN'T COME EASY

IN ROOM 23. BUT FOR 19 YEAR-OLD

RAY COOPER, IT HAS NOTHING TO DO

WITH THE NOISE. AS HE SAYS, "IT'S

BECAUSE EVERY TIME I CLOSE MY EYES,

ALL I SEE IS LARA CROFT."

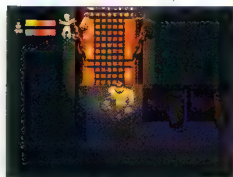


EIDOS
INTERACTIVE
You've been warned.

Top: The Second Coming, slated for this fall. **Bottom:** Preparing for her return.

inset photos

Always check EGM's Code Wizard's Trick Section to get the newest codes for this game; this month's section shows an infinite gyros loop in Herc's.



Code Wizard has a code for unlimited gyros in this issue!

Giga record

Dear EGM,

Is there a record for how long you keep your Giga Pet? If there is, do you get any kind of prize for beating the record?

Ben Wilson
Clinton, OH

We aren't aware of any prize for the longest-lived pet. However, your idea makes a great High Score topic, Ben. So, everyone who thinks they have the oldest Giga Pet, just follow the rules to our High Scores and send it in to that department. (By the way, the record is reportedly 120 days!)



Q&A:

Here are the top three responses to our Q&A #37 (If you could create a video game...). Now it is up to you to pick the number-one response! So on a piece of paper, write down the letter that's next to the choice and mail it to Q&A, EGM, 1926 Highland Ave. Ste. 222, Lombard, IL 60148, before Dec. 28, 1997. We will tally the votes and crown the champ in our March issue. Thanks to everyone who participated!

A. My own game is that you are trying to build a village like in Warcraft. You build up experience as you go around finding people with special skills to join your party, and help you to find more and more people to build your village. For example, there would be a blacksmith, a plumber, a carpenter, an electrician and other workers like them.

Khanh Than
Garden Grove, CA

B. The type of game I would create would be a first-person shooter. It would be loosely based on the old C64 game Mail Order Monsters. Players would be able to customize their own characters with different types (i.e., humans, dinosaurs, aliens and others). Players would also purchase weapons (swords, machine guns,

magic spells and plenty of other destructive devices). They would also gain experience while in combat. After "leveling," the player would receive money to upgrade their character. The game would be on the PC to take advantage of the networking capabilities of the computer. Players would be able to fight the computer and/or human opponent(s). The game would receive updates regularly through the Internet with new battle-grounds, weapons, character types, etc. Possibly the game code (or a simple editor) could be released to allow players to construct their own levels.

Daniel Lamm
Freeport, IL

C. I would create a game in which an organism (from

prehistoric to present era) would be the main character. The game would inherit fundamental and advanced behavior and scenarios accurate according to physiological and observed scientific data. A DVD or CD would be allotted per specie or breed; this would cause a franchise based on consumer demand. The game will be more or less a combination of Virtual Pet, Resident Evil and Romance of the Three Kingdoms. The game would be in full 3-D. For dinosaurs, the game would end in FMV of any of the four theories of extinction; the short movie will be played in accurate detail (asteroid, volcanic/seismic destruction, climatic change, disease) or the character may simply expire due to various game scenarios.

Reel Cruz
Cebu, City Philippines

MK4 questions

Dear EGM,

In Mortal Kombat 4, I saw that there are half the number of characters there used to be. Also, what about the three new characters: Fujin, Shanuk and Quan-chi? I never heard about them in the past MKs. Also, what about the Bosses Shao Kahn, Motaro and Kintaro?

Matt Cady
Lincoln Univ., PA

All your questions shall be answered and more in this issue's Mortal Kombat 4 article in this issue...

A bit of thanks

Dear EGM,

I'm not writing to you guys for any codes or for you to help me out on a strategy guide. No, my letter is just to give thanks for all the help you have given me. That is why, the guides you did for

FFVII. They really helped me out. So thanks!

Cody Bryan
Seattle, WA

You're welcome, Cody. We hope you had as much fun beating FFVII as we did!

winner



your four creative skills to the next big drawing and paint masterpiece from today. The large business represents your own unique touch. Send your letter on competition to: EGM, Letter Art, 1926 Highland Avenue, Lombard, Illinois 60148. Your entries submitted on anything other than a piece of paper will be disqualified.

EGM's Letter Art

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal*

Royce Oatis; Merrionette Park, IN



James M. Davis; Lombard, IL



James M. Davis; Lombard, IL

THE OFFICIAL TRANSLATION OF THE #1 ARCADE SMASH!



MARVEL
COMICS

MARVEL SUPER HEROES™

HEAD
TO
HEAD
FIGHTING
ACTION!



**NO TRUTH. NO JUSTICE.
NO HOLDS BARRED!**



It's Super Hero vs. Super-Villain. Super Hero vs. Super Hero. Super-Villain vs. Super-Villain — you get the idea. Now Marvel Comics' most amazing characters battle it out head-to-head on your PlayStation game console and Sega Saturn. Punch-for-punch, an incredible translation of the #1 arcade blockbuster. You'll enter the world of Marvel as your favorite Super Hero or Super-Villain —



Wolverine, Spider-Man, Magneto, Captain America, The Incredible Hulk and many more.

Master all their prolific powers, lethal moves and multi-hit combos, with each blow animated in such detail you'll flinch in pain!

Marvel Super Heroes.

All other fighting games are mere mortals.

www.capcom.com

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

Readers' Top Fives



Jason Moore Wichita, KS

1. GoldenEye 007
2. Tekken 3
3. SFIII
4. Star Fox 64
5. Mario Kart 64

Ron Miller Cleveland, OH

1. Final Fantasy VII
2. Madden NFL 98
3. GameDay 98
4. MLB '98
5. PaRappa the Rapper

Jamie Corknel San Diego, CA

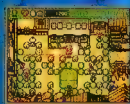
1. Star Fox 64
2. GoldenEye 007
3. Doom 64
4. Blast Corps
5. Mario 64

Top 10 Japanese Games



1. Jikkou Powerful Pro Baseball '97
PS
2. Cool Boarders 2: Killing Session
PS
3. Pocket Monsters
GB
4. Everybody's Golf
PS
5. Dragon Ball Final Bout
PS
6. Derby Stallion
PS
7. Game de Hakken!! Tamagotchi
GB
8. Monster Farm
PS
9. Gradius Gaiden
PS
10. SaGa Frontier
PS

Console Games



3. Saturn Bomberman
Sega
2. Castlevania: SotN
Konami
3. Final Fantasy VII
SCEA
4. GoldenEye 007
Nintendo
5. Madden NFL 98
EA
6. Madden 64
EA
7. Treasures of the Deep
Namco
8. Nuclear Strike
EA
9. B. Police
Psygnosis
10. PaRappa the Rapper
SCEA

Editors' Top Fives

Howard "Misanthropy" Grossman

1. Castlevania: SotN
2. SFEX+ Alpha
3. Ultima Online
4. Mega Man Neo
5. Rampage World Tour

Tim "Manic Depressive" Davis

1. Tomb Raider 2
2. Fighting Force
3. Marvel Super Heroes
4. Felony II-79
5. Ghost in the Shell

Nelson "Helminthophobia" Taruc

1. Final Fantasy VII
2. Mega Man X4
3. Castlevania: SotN
4. Tri Racing
5. Reel Fishing

Andy "Egomaniac" Baran

1. Ultima Online
2. Laser Tag
3. Castlevania: SotN
4. GoldenEye 007
5. Pandemonium! 2

Mike "Apeirophobia" Vallas

1. Final Fantasy VII
2. Castlevania: SotN
3. Rampage: World Tour
4. Abe's Oddysee
5. Treasures of the Deep

Scott "Ergasiophobia" Angustyn

1. Dragontorce
2. Final Fantasy VII
3. Star Fox 64
4. Suikoden
5. Blast Corps

Pinball Games



3. Attack from Mars
Bally
2. Medieval Madness
Williams
3. Scared Sam
Bally
4. Theatre of Magic
Bally
5. Addams Family
Bally
6. Arabian Nights
Williams
7. Junkyard
Williams
8. NBA Fast Break
Bally
9. World Cup Soccer
Bally
10. Road Show
Williams

Arcade Games



3. Tekken 3
Namco
2. Golden Tee '97
Incred. Tech
3. Police Trainer
PEP Mktg./ICE
4. Golden Tee 3D Golf
Incred. Tech
5. Marvel Super Heroes vs. S.F.
Capcom
6. Mace
Atari
7. World Class Bowling
Incred. Tech
8. Pang 3
Worldwide Video
9. Tekken 2
Namco
10. X-Men vs. S.F.
Capcom



HIGH SCORES

Here's your chance to be a part of High Scores and even win a prize! (We'll tell you when we've finally got the winners. Gotta love the hype!) Remember, you must send in a picture to verify your claim. This month, beat the challenge in GoldenEye!

Send High Scores to:

EGM High Scores
1920 Highland Ave. #222
Lombard, IL 60148

THE HARDEST HIGH SCORES CHALLENGE



The Mission: Beat the Archive level of GoldenEye on the 007 difficulty setting. The time to beat is 1:04. Our "Agent" Mark Lefebvre, challenges all of you.

The Archive level is tough enough on Agent and Secret Agent, but it's high impossible on 007 Mode. You must escape an interrogation and save Natalya. Beating the time of 1:04 is something that our expert Candyman says is something on par with inhuman. He says to get his time, he memorized the level and ran for his life. Can you get a better time?



MEET NAMIRA.
SHE'LL BREAK
YOUR HEART.
CRUSH YOUR BONES.
KICK YOU INTO
A LAVA PIT.
THEN SHE'LL SNEER
AT YOUR WEAPON.

(AND SHE'S ONE OF THE NICE ONES.)



It's Mace - The Dark Age. The most graphically stunning 3-D fighting game to ever come home. In fact, *Next Generation* says, "Mace is well on its way to being the best 3-D fighting game for Nintendo 64." There are 10 death-seeking adversaries, two devilishly difficult bosses and seven hidden characters. Each one with a deadly weapon or two and so many moves and combos that you'll need a high pain threshold just to watch. A word to the wise: If you're getting your face kicked in, we suggest you hit the 3-D Dodge Button - it might just save your butt. Not to mention your life.

MACE
The Dark Age

EVERYTHING'S A WEAPON.

Mace - The Dark Age™/TM ©1997 Atari Games Corp. All rights reserved. Midway is a registered trademark of Midway Games Inc. Mace - The Dark Age and all character names are trademarks of Atari Games Corp. Distributed by Midway Home Entertainment Inc. under license. Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo or America, Inc. ©1996 Nintendo of America Inc. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.



video games spot

Console SFIII: Easier Said Than Done?

The fate of Street Fighter III for home consoles may not rest with Capcom, but with the hardware makers. "It would be tough to make SFIII work on the current systems," said Yoshiaki Okamoto, an ex-general manager of Capcom's development division. "We won't release it on a platform that cannot handle it."

Capcom might wait for better consoles (perhaps Sega's Dreamcast?) to ensure a solid translation, he added. Visit VideoGameSpot to read the full interview with Okamoto.



Current console specs may have to be beefed up before SFIII (and Elena) comes home to you!

GET ONLINE TODAY!



www.videogamespot.com

The best place for video game information on the Web—with up-to-the-minute news stories, more than 300 reviews, 100 previews and 400 movie titles of games for the Sony PlayStation, the Nintendo 64 and the Sega Saturn—learn the strategies of the top games in special guides brought to you by both EGM and VideoGameSpot.

Hear all about upcoming titles from the developers themselves in VideoGameSpot's biweekly updated Designer Diaries. And if that weren't enough, read special reports like the regularly updated VideoGameSpot Complete Guide to Street Fighter, The History of Video Games, Video Game Bargain Hunting, The History of Konami and more.

Tamagotchi Goes Console

Remember EGM's "alternative gaming" strategies several issues ago? One of the featured stories was on Tamagotchi, the small virtual pets that have sparked a craze in both Japan and the United States.

Stoked by that success, Bandai has decided to bring out video game versions of Tamagotchi. Already out is a Game Boy version; however, Bandai plans to bring versions out for the PlayStation and the Nintendo 64. Both versions will obviously sport better graphics and more games to help players interact with their virtual pets.



The Nintendo 64 version of Tamagotchi will play more like a board game, not just a pet.

Show Me the Show! Good Games, Few Surprises Mark TGS and ECTS

The fall was apparently a very hectic time for GameSpot News' overseas correspondents, who traveled to the Tokyo Game Show and the ECTS to get the latest scoop on games from Japan and Europe.

The Tokyo Game Show didn't exactly reveal any bombshell news stories. Still, the show was certainly marked by pockets of very promising (if not show-stopping) games.

One of the major players of the show, Square, showed off its post-FXIII lineup—highlighted by Parasite Eve, a thriller-adventure sure to challenge Capcom's Resident Evil series.

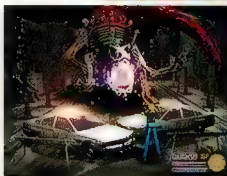
Sega turned some heads by introducing Burning Rangers, a top-secret Saturn game being developed by the company's Sonic Team—arguably one of the best design teams around.

Much of the news at TGS dealt with what wasn't around: mainly, any updates on the home console versions of Tekken 3 and Street Fighter III (see story at left).

At ECTS, GameSpot news crew dug up news on new titles. First on the list was Crystal Dynamics, which will bring a souped-up version of Cex—with brand-new levels—to the Nintendo 64.

Rayman fans can expect a new PS version to arrive late in 1998.

For the complete lists (and hands-on analysis) of all the games at both shows, check out the Roundups in VideoGameSpot's News Archives.



TGS highlights: Sega's Burning Rangers (above) and Square's Parasite Eve.

Sega's 64-Bit Secrets Revealed

The future of Sega now rests in the hands of a top-secret 64-bit system named Dreamcast, which uses technology from heavy hitters such as NEC (for the chipset), Yamaha (for the sound chips) and Microsoft (for a Windows CE-based OS that the Dreamcast will use).

Although details of the secretive system have yet to be finalized, some likely facts have emerged from GameSpot's Japanese sources:

- The Dreamcast is targeting a \$300 to \$400 price tag.

- Barring any glitches, Dreamcast should arrive by the end of 1998.

- Sources believe the Dreamcast is mimicking the N64's design by including four controller ports, with memory card slots on the controllers themselves.

- Sources say the Dreamcast will be a RAM powerhouse with at least 20 MB of total RAM: 8 MB for the system, 8 MB devoted to graphics processing and 4 MB for sound—whether these specs match the target price point, however, is another story.

- The system will be CD-ROM based, with a 6x-speed drive at the minimum. Wow...

For daily news updates from the editors of **EGM**, **EGM**, **VideoGameSpot**, **GameSpot** and **Computer Gaming World** visit: <http://headline.gamespot.com/news/index.html>

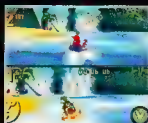
ELECTRONIC GAMING MONTHLY

HOT STUFF

If you want complete, in-depth game previews, reviews and news, turn to our sister mag **EGM**. Check out a small sample (right) of news stories that **EGM**'s Issue 100 has to offer:

...Aaugh! Our pals at **EGM** tell us that the Nintendo games we played at E3 (and covered in a special show feature) won't be available until next year. The games that will be delayed until 1998: Banjo-Kazooie and Ken Griffey Jr. Baseball. Other games that may be delayed are Conker's Quest, Zelda 64 and Yoshi's Story (formerly Yoshi's Island 64.)

...That's the bad news. Now the good: Nintendo is leading off this holiday season with a surprise game, **Diddy Kong Racing**. The 128 Mbit cart will hold 25 levels of exploration and 20 multiplayer race courses. Is



Diddy's Kong Racing offers new vehicles such as hovercraft.

It Mario Kart 64 meets Mario 64? We'll see.

...From the Quartermaster number mill: LIDO-239. No, it's not a license-plate number. What it could be is

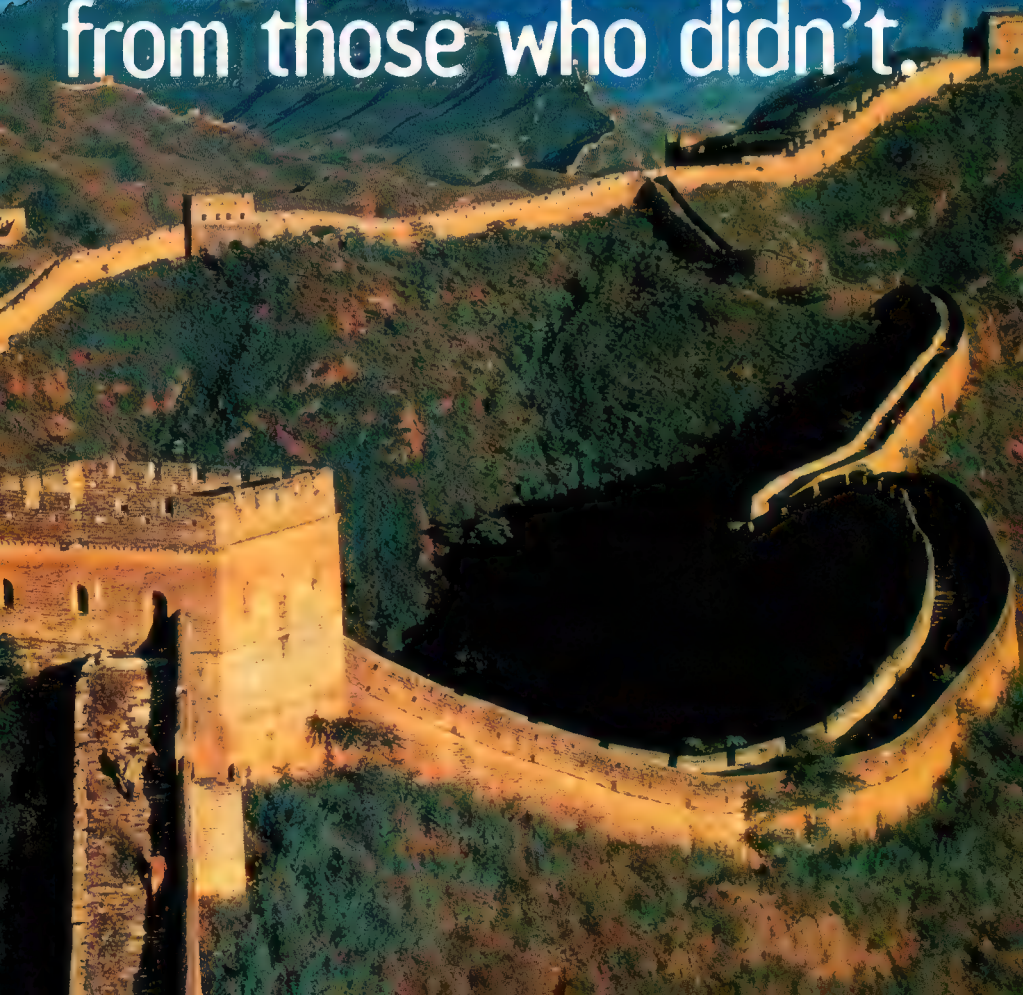
Nintendo's next hardware project! All the Q-Mann knows so far is that the project is not the successor to the Nintendo 64, but it will mark a new era for the company.

...Q-Mann also says to Lara Croft fans: Keep an eye on MTV; a TV series featuring the busty babe is on the way, set for 1998.



See EGM 100 for the full news scoop...

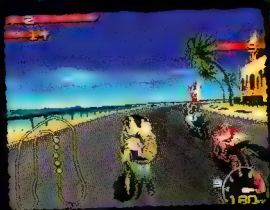
2,000 years ago,
the Great Wall
divided those who had it
from those who didn't.



Still



Big air, sick tricks, and ten outrageous tracks, including the Great Wall.



Power wheelie on both motocross and superbikes. Turbo-steer on one wheel.



Bang handlebars with your friends in 2-Player Split-Screen mode or race for the Championship Cup against 8 riders.

does.



Powerslide through corners and
kick up wads of dirt.



Crank it over and hit 220 m.p.h.
in the straightaway.

Moto Racer.™

Fast, arcade-style motorcycle racing
for your PlayStation.™

www.mracer.com



ELECTRONIC ARTS



© 1997 Delphine Software International. Moto Racer, Delphine Software International and the Delphine Software logo are trademarks of Delphine Software International. Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the United States and/or other countries. The ratings icon is a trademark of the Interactive Digital Software Association. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment. Windows is a trademark or registered trademark of Microsoft in the United States and/or other countries.

Tricks of the Month

Score big with a GameShark from InterAct Accessories and EGM!



If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the people at InterAct. If you are given credit for submitting a great trick in this section, you will win a free game. For more details and rules on the contest, read the text below. E-mail your tricks and cheats to: tricks@zd.com and be sure to include your name, address, city, state and zip. Or, you can mail your tricks to: Trick of the Month, 1840 Highland Avenue Suite 222, Lombard, IL 60148. Contests like this are only found in the Best Video Game Mag. EGM!

Contest Rules:

- No Purchase Necessary:** To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Month," 1923 Highland Avenue, Suite 222, Lombard, Illinois 60148, or e-mail us at egm@tricks.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by November 23, 1997. All entries become exclusive property of Sponsor and will not be acknowledged or returned. Sponsor assumes no responsibility for lost, misplaced, late, illegible, incomplete, postage due, or misdirected entries. Sponsor reserves the right to cancel this contest at any time with appropriate notice. Only one prize per family, regardless of household per game. Winning entries may be printed in EGM and/or EGM Online, however, only one prize shall be awarded.
- Prize:** First Prize winners will have their names and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of \$50.00. The last trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive in addition to the First Prize awards one (1) GameShark. Grand Prize has an approximate retail value of \$100.00. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: Uniqueness (25%), In-Gameplay (25%), In-Gameplay (25%), and In-Gameplay (25%). Judging to be held on or about November 23, 1997. All prize winners will be notified by mail. Prizes are non-transferable. No substitution of prizes are allowed, except at the option of Sponsor should the featured prizes become unavailable.
- Cost of Winning:** The number of winners and the odds of winning will be determined by number of valid entries received.
- Eligibility:** Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the laws pertaining contained herein or violation of any applicable regulations or ordinances will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/acceptance within 30 days of receipt or forfeit prize. By acceptance of prize, winners agree to the use of their name and/or likeness for purposes of advertising, public relations, promotion, and/or other purposes without further compensation. Employees of Ziff-Davis Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff-Davis Inc., InterAct Accessories nor their respective affiliates, subsidiaries, owners, or related companies are responsible for any damages, losses, or expenses that consumers might incur as a result of this contest or prize. Winner accepting prize agrees that all prizes are awarded on the condition that Ziff-Davis Inc., InterAct Accessories and their agents, representatives, and employees have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prize.
- Winners List:** For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Month," 1923 Highland Avenue, Suite 222, Lombard, Illinois 60148. Requests for winners lists must be received by the 15th day of next month but failing the on-sale date of the publication. Allow 4 weeks for delivery of winners list.
- Resale/Restrictions:** Void where prohibited or restricted by law. All federal, state and local regulations apply.
- Sponsors:** This contest is sponsored by Ziff-Davis Inc. and InterAct Accessories. Inc. ©1997 Ziff-Davis Inc. All Rights Reserved. Printed in U.S.A.

Saturn Bomberman

System **Saturn**

Publisher **Sega**



Enter all cheats, except for the six lives cheat, here at the Title Screen.



You can proceed to the level you wish after entering the correct code.



In order to begin the game with six lives, set the Saturn clock between 10 a.m. and 11 a.m. Then begin your game.

When at the Title Screen, enter these codes to receive various results.
 For **All Weapons** press and hold: L+R+A+(Up-Left).
 For **Stage 2** press and hold: L+R+B+(Up-Left).
 For **Stage 3** press and hold: L+R+C+(Up-Right).
 For **Stage 4** press and hold: L+R+X+(Up-Right).
 For **Stage 5** press and hold: L+R+Y+(Up-Left).

To **View Ending and Credits** press and hold: L+R+Z+Down. To **Begin with Six Lives:** Set the Saturn clock between the time of 10 and 11 o'clock a.m. Then when you begin the level you should start off with six lives!
 For **Hidden Characters** in Battle Game: Hold L+R while the Mode Option "Match" is highlighted.

Peter Sackda
Bridgeport, CT



You can also begin the level with all the weapons. This will give you a great advantage!

Cheat Sheet

Game Cheats

Enter all cheats, except for six lives, at the Title Screen. Then begin your game to see results. You should find the weapon code to be really useful!

POWER TRIP

worthless

useful

godlike

Darklight Conflict

System **PlayStation**

Publisher **Electronic Arts**

To access the Cheat Menu, go into Options and then enter: Down, Down, Up, Square, Left, Left, L1, R1, Circle. When you return to the Main Menu, there will be a new option called, "Extra." Enter this and you will be able to access the hidden Cheat Menu.



Here at this screen, enter the code to access 100 percent in attributes.

Cheat Sheet

Cheat Menu

Enter the cheat above at the Options Screen to access a Cheat Menu that will allow you a couple cool options, including a level select!

POWER TRIP

worthless

useful

godlike

Time Crisis

System **PlayStation** Publisher **Namco**



Here at the Title Screen, shoot the correct area to access...

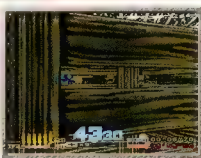
This cool 3-D shooter comes with a couple cheats you can easily access by following these methods. To enable the Cheat Mode, go to the main Title Screen and shoot at the center of the R in the word CRISIS. Then shoot twice directly inside the crosshairs, next to the word TIME. If your shots are accurate, a Cheat Menu should appear with a few



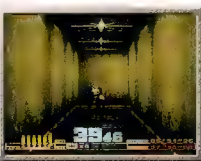
...this Cheat Menu that allows you to increase life, credits and more!

extra options to choose from. You can begin your next game with nine lives! The other trick is to take the second controller, while in your game, and press the X, Square, Circle or Triangle buttons. This is an alternate, possibly easier method to reload your weapon or to hide from enemy fire.

Steven Fincham
Wenonah, NJ



While playing within your game, you may also use the second...



...controller as an alternate to hide or reload your weapon. Just press X, Circle, Triangle or the Square button for it to work.

Cheat Sheet

Game Cheats

By performing the cheats above, you will be able to access a Hidden Cheat Mode and an alternate method to reload your weapon.

POWER TRIP



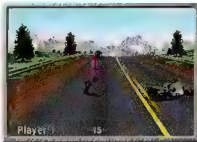
Steel Harbinger

System **PlayStation** Publisher **Bandai**

Cheat Sheet **Bike Discount**

Follow the procedure below in order to have your rider discount his/her bike without having to crash, after stopping within a race.

You may not find this trick very exciting, unless you're in the mood to run around and burn off some energy. If that's the case, just stop your bike within a race and press Up+L+R. If done correctly, the rider will then dismount his/her bike without having to crash. Unless you have nowhere to venture, the rider will return automatically.



Press Up+L+R after the bike is stopped within a race to have your character dismount his/her bike.

Steel Harbinger

System **PlayStation** Publisher **Bandai**

Cheat Sheet **Game Cheats**

Use the cheats below to access all weapons, full health and rocket ammunition. Just pause while playing and enter any of the following cheats.

Even though you could eat your way through the next level you need to finish, you might find it a bit easier to enter these game cheats that will help out your game! Just enter the codes after pausing within your game. You should hear a sound and see the results, if the code was entered correctly.

To access **Full Health** press: L2, L2, R2, R2, Up, L1, Up and R1.

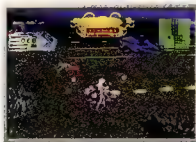
To access **Full Ammo** press: Left, Left, L1, R2, Square, R1, Right and Right.

To access **All Weapons** press: X, Triangle, R2, Triangle, X, L2, R2, Down, L2, Square and Right.

Note: Be cautious of how many times you enter each code. There is a limit.



Pause while playing and then enter the cheat you wish to use.



Not only will you be able to revive your life meter, but you will also...



...be able to begin the level with all the great weapons!

tricks of the trade

Command & Conquer

(Virgin Interactive)
PlayStation
Game Cheats

Here are a few other codes to try while playing within a game. Just press Start and enter any of these codes.

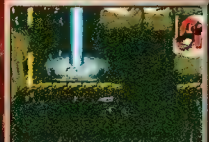


For an additional \$5,000.

enter: Right, Down, Down, Left, L1, Left, Right, Down, Left, L1, Left, Right, Down, Left, Left, Down, Right, Right, Down, Left, X, Square, Triangle.

To call in an **Air Strike** enter: Right, Down, Left, Left, Down, Right, Right, Down, Left, X, Square, Circle.

To view the **Entire Map** enter: Circle, Circle, Circle, Up, Circle, Square, R2, Circle, Circle, Circle.



There are also a couple of codes to add to the previously printed Codebook code. To enable these, enter the following at the Password Screen: Enter **Godzilla** to have the units talk in Japanese. Enter **Patsux** to access a challenging bonus level.

Andy Whitaker
Waynesville, Ohio



Machine Hunter

(MGM Interactive/
PlayStation)
Cheat Menu

Enter this code to activate a hidden Cheat Menu within the game. Just go to the Main Menu Screen and select "Enter Password." Then enter the password: **??7HOST??7** and then press Start. When you return to the Main Menu Screen you should see a new option, "Cheats." Access this for many cool options, such as invincibility, Unlimited Continues and One-hit kill!

Larry Murphy
Houston, Texas



Madden NFL 98

(EA Sports/PlayStation)
Hidden Teams/Stadiums

To enter these codes you must go to the Front Office option and then choose the "Create A Player" option. From here, enter any of the following codes and then save the name. When you return to Exhibition Mode and to the VS Screen, you will be able to select from the hidden teams and stadiums.
Hidden Teams:
For Tiburon team enter: **Loin Cloth**

Continued on pg. 36



GoldenEye 007

System Nintendo 64

Publisher Nintendo

In Multiplayer Mode, choose four characters with all four controllers.

Here is a fun cheat that will enable you to play in Multiplayer Mode using two of the same character. To do this, you need four controllers plugged in. Enter Multiplayer Mode and select four characters with each controller, having players three and four being the duplicates. Then go back to the Multiplayer Screen and unplug controllers three and

Go back to the Multiplayer Screen and unplug controllers three and four.

four. Have players one and two then choose the players three and four were. Then go back to the Multiplayer Screen once again and plug players three and four back in. Be sure to change the Player Option back to four. Now when you begin your match, there should be two of the same character!

Joel Regus
Seaside Heights, NJ

Have players one and two choose who three and four were.

After plugging in controllers three and four, select "4" from the Player Option and begin the match. Now, double the fun!

Cheat Sheet

Same Player in Multiplayer

Use the method above while in Multiplayer Mode to access two of the same character. You will need four controllers to do this.

POWER TRIP

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

NEAL 97

System

Publisher

Cheat Sheet

Game Cheats

Enable the following game cheats by entering the codes during the faceoff within a game. The word "Entered" will appear, if done correctly.

uring the faceoff, within a game, enter these codes for various results.
 For Easy Goals enter: **L1, L2, L1, R1, R2.**
 For Instant Replay Views enter: **L1, L2, L1, R1, Square.**
 For More Accurate Shots enter: **L1, L2, L1, R1, L2.**
 For More Penalty Shots enter: **L1, L2, L1, R1, R1.**
 To Speed Up Gameplay enter: **L1, L2, L1, R1, X.**

Enter the Easy Goal code to quickly put your team ahead in the game!

Warcraft II

System

Publisher

Cheat Sheet

Cheat Codes

Pause within the game and go to "Enter Password" to enter cheat codes below. If entered correctly, the words "Enabled Cheat" will appear after unpausing.

ou won't need much else to complete the game with these codes! Just begin your game and pause. Then go to the "Enter Password" Option to enter the following cheat codes.
 For Instant Defeat enter: **YPTFLWRM.**
 For Quick Ending enter: **THRCNBNLYN.**
 For Invincibility enter: **TSGGDYTD.**
 To Remove Victory Sequence enter: **NVRWNNR.**
 For Full Upgrades enter: **CKKMT.**
 For All Spells and Renewal of Mana enter: **VRYLTTL.**
 To Show Entire Map enter: **NSCRN.**
 For 10,000 Gold/5,000 Oil and Lumber enter: **GLTRNG.**
 For Fast Building and Upgrade enter: **MKTS.**

Pause Menu

**BCDT GHJIKL
PQRSTVWXYZ
TSGGDYTD
2 1019**

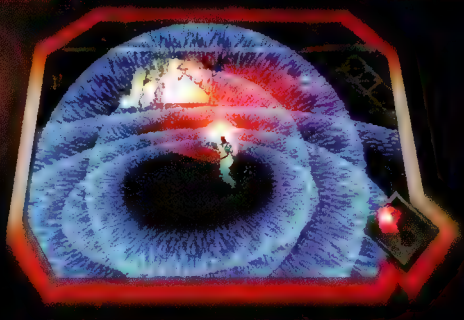
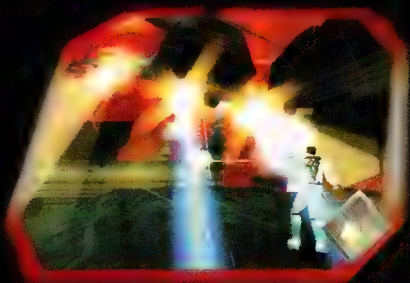
Pause within a game, then enter the codes here at this screen.

There is a Quick Ending cheat that will show you the end if you also wish.

Enter another code to quickly gain high amounts of gold, oil and lumber.

*Note: This trick works on a preproduction version of the game and is subject to change.

ONE



ONE MAN. ONE SOLUTION. ONE STATE OF MIND.



NOVEMBER 1997

Co-Developed by

VISUAL CONCEPTS



ONETM and ASC GamesTM are trademarks of American Softworks Corporation. ONETM is co-developed by Visual Concepts. ©1997 American Softworks Corporation.
 ©1995 PEG Limited Partnership. PlayStationTM and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc.
 The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.

SAMSUNG

GXTV

**hyper
amplified
sound**

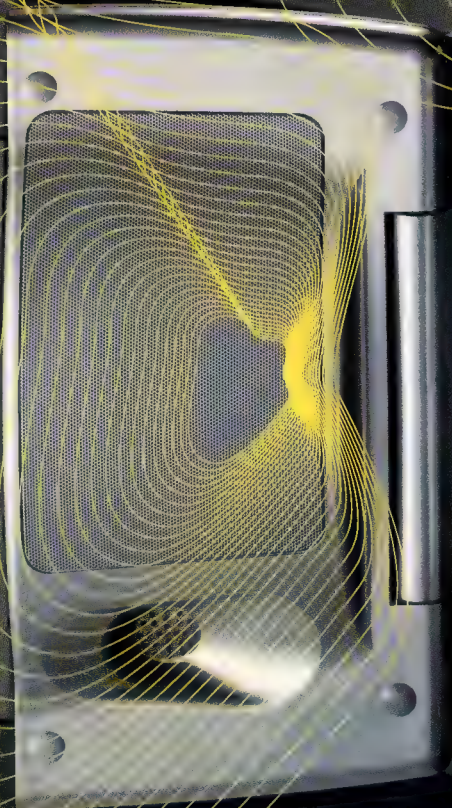
stereo surround sound
built-in 15 watt sub-woofer
precision-adjustable stereo
speaker doors
video game sound presets

**hyper
amplified
graphics**

graphic enhancement
circuitry
low-emission, image burn-in
resistant screen
13" color TV with
181-channel tuning

**extreme
power**

works with all video
game systems
multiple game system
hook-ups
tilt/swivel stand
stereo headphone jack
backlit remote control



21 watts

of gaming sound power

aimed right at your eardrums

play it
wide open



personal video game tv

samsung GXTV available at these fine retail retailers

BEST
BUY

disney **EP** entertainment

FuncoLand
Power Your Imagination

Kidz **toy works**
where kids go to play

TOYS **R US**
where kids go to play

for more information on the Samsung GXTV (Model GXE1395),
call 1 800 SO SIMPLE or visit us at www.sosimple.com/

Madden NFL 98

(EA Sports/PlayStation)
Hidden Teams/Stadiums
continued from pg. 32

For EA Sports team enter:
Oris Heroes
For All Madden team enter:
Coach
For All Time Leaders team enter:
Leaders
For All 1960s team enter:
Pac Attack
For All 1970s team enter:
Stealcourtain
For All 1980s team enter:
Gold Rush
For NFC Pro Bowl team enter:
Aloha



For AFC Pro Bowl team enter:
Luuu
Hidden Stadiums:
For Astrodome enter:
Jetsons
For Cleveland stadium enter:
Dawgpound
For Oakland stadium enter:
Snake
For Tampa Bay stadium enter:
Big Sumbrero
For Orange Bowl enter:
Dandaman
For RFK stadium enter:
Olddc
For Tiburon stadium enter:
Sharksfin
For Wild West stadium enter:
Ghost Town

Tigershark

(GT Interactive/PlayStation)
Cheat Codes

Here are a few more cheats to enter at the Resume Mission Screen:
For **KURSK**
For Invincibility enter:
KIROV
For Infinite Ammo enter:
DNEPR
For No Collisions enter:
BURAN
For Clean Pause enter:
RUSSI
For Multicolored Terrain Boxes enter:
VOLCA
For Multicolored Terrain Polygons enter:
ROGOV

VMX Racing

System

Publisher

Cheat Sheet

Air Tricks

Press button combinations such as: R1, R2, R1, R2 or R2, R2, R1, R1 to perform various bike tricks in the air after hitting a jump on the track.

While racing in a match and before you hit the top of a jump, press different combinations of the top-four controller buttons to perform various tricks on your bike.

Kevin Howe, Chicopee, MA



Dragonheart

System

Publisher

Cheat Sheet

Level Codes

Enter any of the passwords below at the Password Screen to access the level of choice within the game. Then continue to begin on the chosen level.

Playing through some of these levels can get a little hectic! So if you wish to jump ahead of that level you're currently stuck on, just enter one of these codes at the Password Screen.

For Crypt of Camelot enter:
XK6DLJTCXT6TBXH
For Battleground enter:
PJXWKL34WHK4TZS
For the entrance to Caer Einoch enter:
XTGJC4G4WG34DHB
For the tower to Caer Einoch enter:



Enter any of the level passwords here at this screen.



Hit OK, after entering the password and then begin your game.

BBXMZQPQCWCMRZQ
For the Courtyard enter:
RVHDSLX7QP37CJX

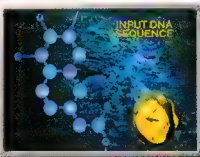
Lost World: Jurassic Park 2

System

PlayStation

Publisher

Electronic Arts



Enter the cheat codes below at this Password Screen.

For those of you who are taking a liking to this game, give these codes a go! Just go to the Password Screen and enter the following to enable the cheats. Use this key to decipher the cheat codes.

S=Square, X=X, C=Circle and T=Triangle.

To Activate Level Select enter: S, X, C, T, T, X, S, C, T, C, X, S. This must be done three times to work. These level codes will start your game out with 99 lives and all DNA.

For Compognathus enter: X, X, C, T, S, X, S, X, C, S, T, S.
For Human Hunter enter: S, S, T, C, X, S, S, S, X, C, T.



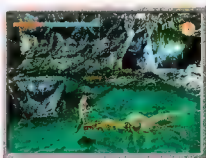
You will then be able to jump to any level in the game.

For Velociraptor enter: X, X, C, T, S, X, S, X, S, S, T, C.
For Human Prey enter: S, S, T, C, X, S, S, T, X, C, T.
For Tyrannosaurus Rex enter: X, X, C, T, S, S, X, T, S, T, S.
To access the Gallery Levels enter these codes.

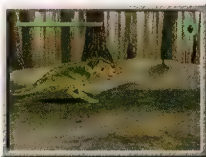
For Compognathus Gallery enter: S, S, T, C, X, C, T, C, T, X, X.
For Human Hunter Gallery enter: X, X, C, T, S, T, T, T, X, C, S, C.
For Velociraptor Gallery enter: S, S, T, C, X, C, T, C, X, T, X, T.
For Tyrannosaurus Rex enter: T, T, S, X, C, S, C, X, X, S, T, S.
For Human Prey Gallery enter: T, T, S, X, C, S, T, X, S, S, C, C.



You can also access the level galleries using these passwords.



In all the levels you start in, you'll be given 99 lives to use.



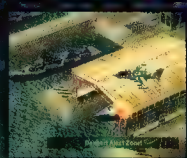
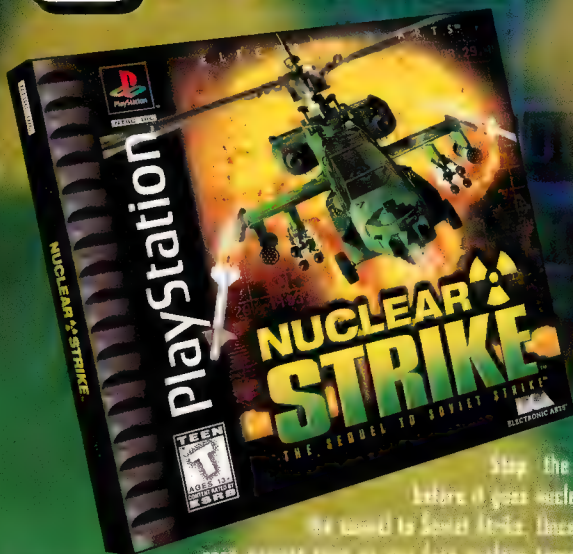
Cheat Sheet

Game Cheats

Use the key above to enter the cheat codes at the Password Screen. You will then be able to jump to any level with plenty of lives.

POWER TRIP

SAVE THE WORLD SAVE \$10



Stop the war
before it goes nuclear in
the road to Soviet Strike. Once again you are in command, and it's a
race against time as you face nuclear terrorism that could trigger WWII. Follow
the trail of a madman from the tropical beaches of the South Sea to the forbidden valleys of interior Asia.
The countdown begins. Get ready to STRIKE.



HARRIER



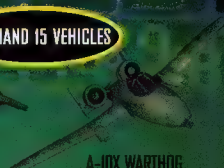
HOVERCRAFT



RAH-66 SUPER
COMANCHE



M1 A1 ABRAMS MAIN
BATTLE TANK



A-10 WARTHOG

COMMAND 15 VEHICLES

Clip this coupon and take it to any Sears Funtronics department for \$10 off the purchase of Nuclear Strike. Valid 9/1/97 through 12/24/97



\$10 OFF
NUCLEAR STRIKE

Good off regular price of Nuclear Strike, valid 9/1/97 - 12/24/97 only. Offer not good on inventory balances, gift certificates or credit card payments. Not redeemable for cash. Not valid with any other coupons or offers. Limit one coupon per transaction, one per customer. Void where prohibited by law. Cash value 1/2¢. ©1997 Sears, Roebuck and Co. Satisfaction guaranteed or your money back.

SEARS
FUNTRONICS



R 5770122 \$ 1000

www.strike-net.com



©1997 Electronic Arts. Nuclear Strike, Soviet Strike, and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. Made in the USA. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.



ELECTRONIC ARTS

GoldenEye 007

Nintendo 64/Nintendo

Secret Level

Once you finish every single level in the game on the "00 Agent" difficulty setting (plus bonus levels 19 and 20), a special "007 Mode" will open. This is an Editor Screen, in which you can configure options such as Enemy Health, Enemy Damage, Enemy Accuracy and Enemy Reaction Speed!

Porsche Challenge

PlayStation/SCEA

Game Cheats

At the Main Title Screen enter any of the cheats below to access several Easter eggs in the game. You should hear a sound and see a Cheat Mode Option appear, when cheats are entered correctly.

For All Cars Jump enter: Up+Square, Up+Circle, Up+Square, Up+Circle, Up+Square, Up+Circle, Up+Square.

For Fish Eye Lens enter:

Up+Square+Triangle+Circle, L1, L2, R2, R1.

For End Game Sequence enter:

Square, Circle, Left+Select,

Right+Select.

For High Voices enter: Up, Triangle, Up, Triangle.

For Hyper Car enter: Select+Square, Select+Circle, Select+Square+Circle.

For Interactive Tracks enter:

Down+Start, Up+Start, Select, Start.

For Invisible Cars enter:

Square+Circle, L2+R2, Square+Circle, L1+R1, Square+Circle.

For Long Tracks enter: Select+Up, Select+Down, Start, Select.

For Mad Race enter: Up, Left, Right+Select.

For Mirror Mode enter: Left+Circle, Down+Triangle, Right+Square.

For User Car Jumps enter: Square, Circle, Square.

For Black Porsche enter:

Right+Square, Left+Circle+Select.

For Tune Test Driver enter: Left+Circle, Right+Square, Select.

For Unlimited Retries enter: L1+L2, R1+R2+Square.

Castlevania: Dracula X

Super NES/Konami Level Passwords

Enter them at the Password Screen then press Start. The level passwords are as follows:

Level 2: Green, Blue, Blue, Blue, Blue, Pink, Blue, Pink, Pink.
Level 3: Yellow, Pink, Pink, Yellow, Pink, Green, Yellow, Pink, Pink.
Level 4: Blue, Blue, Blue, Yellow, Pink, Pink, Blue, Green, Green.
Level 5: Pink, Pink, Pink, Pink, Blue, Green, Yellow, Green, Green.
Level 6: Blue, Yellow, Blue, Pink, Blue, Blue, Green, Yellow, Green.

Marvel: Super Heroes

Saturn/Capcom

Play As The Bosses

First, you must beat the game and save it in the Backup Menu. Now just access the Passwords Option from the Title Screen and enter the following tricks to access these secret characters:

Dr. DOOM: Press Down,

then hold Down and

press and hold A.

With A held, press

and hold B. With A

and B held, press

and hold C. Do this

in succession with

Down held at the same time. You

must do this in a relatively quick

manner. If you did it correctly, the picture

should change into Dr. DOOM!

Thanos: Press Up, then hold Up and

press and hold Z. With Z held, press

and hold Y. With Z and Y held, press

and hold X. Do this in succession with

Down held at the same time. You

must do this in a relatively quick

manner. If you did it correctly, the picture

should change into Thanos!



Machine Hunter

PlayStation/MGM Interactive

Various Cheats

These passwords will give you the most incredible tricks for this game! Just access the Passwords Option from the Title Screen and enter the following codes for the results shown below. You will hear an explosion

sound to confirm that they worked:

URANUS—Unlimited

Continues

SATURN—View End Movie

SHOWCREDIT—Show Credits

NO MISSION (with space)—Activates

exit areas without needing to complete goals.

GRIMREAPER—One shot kills

INVINCIBLE—Invincibility

SONIC 3D Blast

Genesis/Sega

Level Select

Go to the Press Start Screen and enter the code: B, A, Right, A, C, Up,

Down, A or (Baracuda). You should

then be taken to the Main Screen.

Press the Start Option and the Level

Select will appear next. Choose your

level and begin play.

Wave Race 64

Nintendo 64/Nintendo

Dolphin Ride

Choose Stunt Mode from the Main Menu. Then select your watercraft. You must make sure that you choose Dolphin Park on the Course Select Screen.

Begin your

race. To get

the trick to

work, you

must pass

through

every ring

and perform every stunt within the

course. Once you do this, you will

hear a dolphin squeak at you. Now

go back to the Main Menu and choose

Championship Mode with the skill of

Normal. Pick the Warm-Up Option and

when choosing your watercraft, hold

Down on the analog stick and press

the A button until you start your race.

Now you will be in Dolphin Park riding

on the back of a dolphin instead of

your Jet-Ski!



Tetrisphere

Nintendo 64/Nintendo

Game Cheats

Just go to the "New Name" Screen

and press L Shift+Right+C+Down+C

to bring up the secret characters. Use

the A button to select the letters. Now

enter the following cheat codes for

various results.

For the hidden Lines game enter:

LINES.

To view the Credits enter: CREDITS.

To access hidden Music enter: (Gallen

head)/MEBOY.

To access the Level Select (from

secret characters) enter: Saturn,

Spaceship, Rocket, Heart, Skull.

Pitfall: The Mayan Adventure

Genesis/Activision Various Codes

The following codes are done at the Title Screen on the first controller. (If the nine lives and full weapons code are done

right you'll hear a sound as if you were picking something up.) To play the original Atari 2600 game press: Down, A 26

times. Down. For Full Weapons press: A, B, Up, C, A, C, A. For Nine lives press: Right, A, Down, B, Right, A, B, Up,

Down. To View the Credits press: C, Right, Down, C, Right, Down, C, Right, Down. You can mix and match the full

weapons and nine lives codes to make things easier for you.



Nintendo 64 Codes

Mario Kart 64

No Laps to Race: 811643900000

No Laps to Race: 811643920000

Mortal Kombat Trilogy

Player 1 Unlimited Energy:

8016984000a6

NBA Hangtime

Team 1 Scores 150 pts:

800e66890090

Team 2 Scores 150 pts:

800a668b0096

Star Fox 64

Unlimited Lives P1: 801679110040

Unlimited Smart Bombs P1:

8016dc130004

Shadows of the Empire

Unlimited Lives: 800e05cb00ff

Unlimited Missiles: 8009126500ff

PlayStation Codes

Big Bass World Championship

Infinite Natural Lures: 8004d2660000

Infinite Natural Lures: 8004d2660000

Infinite Bright Lures: 8004d2780000

Infinite Bright Lures: 8004d2780000

Command & Conquer

Infinite Funds: 8011b964ffff

Doom 64

Nintendo 64/Midway

Cheat Menu

Go to the Password Option and enter the password: **7TJL BDFW BFGV JYVB**. This will take you to the first level in the game. Then pause and you will notice a new option, "Features!" By selecting this, you will find pretty much all you need to conquer the game! Choose the options you wish to use and continue your game.

Die-Hard-Arcade

Saturn/Fox Interactive

Hyper Deep Scan

Just hold buttons X, Y, Z at the Title Screen, and then press Start on Deep Scan while still holding those buttons. You should see "Hyper" just above the title when the game begins.

Castlevania Bloodlines

Genesis/Konami

Nine Lives and Expert Mode

Go to the Options and press Start. In the Options, set the BGM on 05 and the SE on 073. Exit the screen and wait for the Title Screen with the flashing "Press Start Button" to appear. Press Start. When the second Title Screen appears, push Up, Up, Down, Down, Left, Right, Left, Right, B, A. Go back to the Options Screen and you can now set your game level to Expert and your lives up to nine!

Gunship

PlayStation/Microprose

Invulnerability

Get your mission orders and begin the game. At the Loading Screen (where you see the graphic of the helicopter), take the first controller and press and hold the L1, L2, R1 and R2 buttons simultaneously for the entire time that the screen is up. As soon as the Mission Screen appears, you will see in the upper left-hand corner, the word, "Cheat." This is how you will know the trick worked. Now you can fly through the level without worry of being shot down. Be careful of the mountains, though.

Wolfenstein 3D

Super NES/ID Software

Many codes

Press and hold the top R button on controller two immediately after you turn on the game. Keep holding the button until the Title Screen appears and then let go. Take controller one and start the game in Normal Mode. In the game, press the Start button to go to the Map Screen. From here, you may enter any of these codes with pad one: Free ammo, weapons, etc.; Press R button, Up, B, A. Invincible mode: B, Up, B, A. Entire level map: A, A, Up, B. Exit the level: Up, B, R button, B.

Sega Rally

Saturn/Sega

Lancia Stratos Car

At the Mode Select Menu (Arcade, Time Attack, etc.), press the following buttons in this exact order: X, Y, Z, Y, X. Now, choose the mode you want by pressing C. Choose the game you want (Championship or Practice) and at the Car Select Screen, move to either car at the bottom of the screen and press Down.

GoldenEye 007

Nintendo 64/Nintendo

Time Codes

Codes will be revealed completing each level under a certain time, at a certain difficulty level. Listed below are the levels and times you need:

Level 1 - Dam - Paintball Mode - Secret Agent - 2:40	Level 2 - Facility - Invincibility - 00 Agent - 2:05
Level 3 - Runway - DK Mode - Agent - 5:00	Level 4 - Surface - 2x Grenade Launcher - Secret Agent - 3:30
Level 5 - Bunker - 2x Rocket Launcher - 00 Agent - 4:00	Level 6 - Silo - Turbo Mode - Agent - 3:00
Level 7 - Frigate - No Radar (Multi) - Secret Agent - 4:30	Level 8 - Surface2 - Tiny Bond - 00 Agent - 4:15
Level 9 - Bunker2 - 2x Throwing Knives - Agent - 1:30	Level 10 - Statue - Fast Animation - Secret Agent - 3:15
Level 11 - Archives - Invisibility - 00 Agent - 1:20	Level 12 - Streets - Enemy Rockets - Agent - 1:45
Level 13 - Depot - Slow Animation - Secret Agent - 1:30	Level 14 - Train - Silver PP7 - 00 Agent - 5:25
Level 15 - Jungle - 2x Hunting Knives - Agent - 3:45	Level 16 - Control - Infinite Ammo - Secret Agent - 10:00
Level 17 - Caverns - 2x RC-P90s - 00 Agent - 9:30	Level 18 - Cradle - Gold PP7 Agent - 2:15
Level 19 - Aztec - 2x Lasers - Secret Agent - 9:00	Level 20 - Egyptian - All Guns - 00 Agent - 6:00

WATCH YOUR BACK. THE GREATEST COLLECTION OF SPECIAL MOVES...

RYU'S FIREBALL

KEN'S DRAGON PUNCH

GUILE'S FLASH KICK

Super Empire Strikes Back

Super NES/JVC Various codes

All of these codes are to be done with controller one at the Title/Selection Screen. If done correctly, Vader will say, "Impressive." (Note: Do not reset the game when you enter the codes. Turn your Super NES off and then on again every time you want to do any of these tricks). For 99 Lives—At the Title/Selection Screen, press X, Y, B, B, X, A, Y, Y, B, A, X, Y. Start with all Jedi Powers: At the Title/Selection Screen, press X, B, B, Y, X, A, A, X. Unlimited Thermal Bombs: At the Title/Selection Screen, press A, X, B, X, X, A, Y. Unlimited Thermal Bombs and Start with all Jedi Powers: At the Title/Selection Screen, press A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, X. Skip to Final Battle with Darth Vader: At the Title/Selection Screen, press A, X, B, A, Y, X, B, A, A, X, B, B, Y, X, X.

Aero the Acro•Bat

Genesis/Sunsoft Cheat Screen

From the Start/Options Screen, press C, A, Right, Left, C, A, Right, Left. Now, go to the first level. When Aero appears, pause the game and press Up, C, Down, B, Left, A, Right, B. Now, in Pause Mode, hold buttons A and C. Keep holding these buttons until the Cheat Mode appears. Select levels, infinite lives and infinite stars can be found in there.

Pandemonium!

Saturn/Crystal Dynamics Game Cheats

Just enter the codes below when at the Password Screen and then press "C" to confirm. You will know you entered the cheat correctly by a phrase that will appear at the bottom. For Invincibility enter: HARDBODY For Immortal Enemies enter: EVILDEAD

For a Bonus Race at the end of each level enter: CASHDASH

For a Bonus Pinball game at the end of each level enter: TOMMYBOY

For 31 Lives enter: VITAMINS For Extra Hearts enter: CORONARY For Permanent Weapon enter: OTTOFIRE



Gretzky 3D Hockey

Nintendo 64/Williams Entertainment Special Teams Go to the Options Screen and enter the code. Hold the L button and then press on the C buttons: Right, Left, Left, Right, Left, Left, Right, Left. If done correctly, a series of numbers will appear at the bottom of the screen. Then go to the Team Select Screen and scroll through the teams until you reach the hidden four: USA, Canada, 99ers and the Williams team.

Die Hard Trilogy

Saturn/Fox Interactive Cheat Menu

To access this Cool Cheat Menu, enter the code: C, A, B, B, Y, C, A, B, B, Y when at the Copyright Screen and then begin a new game. Then while playing within the game, hit Start to pause and you should notice a new option, "Cheat!"

Hexen

Nintendo 64/GT Interactive Cheat Menu

Go into the game and press Start to pause. At the Pause Screen Menu, enter the main cheat code with the C buttons on your controller: Up-C, Down-C, Left-C, Right-C. You will hear a sound and a new "Cheat" Option will appear underneath the other options. Access this option and you will see some faded, dark red options that you cannot access. More codes must be entered to make the rest of the cheats work. Enter the following codes quickly on the Cheat Menu: God Mode - (Invincibility) Left-C, Right-C, Down-C.

Clipping - (go through walls) Up-C 20 times, Down-C. Visit - (Level Select) Left-C, Left-C, Right-C, Right-C, Down-C, Up-C. Butcher - (instant enemy death) Down-C, Up-C, Left-C, Left-C. Health - (100 percent health boost) Left-C, Up-C, Down-C, Down-C. Under the collect option, enter the codes for these cheats: All keys - (acquire every key) Down-C, Up-C, Left-C, Right-C. All artifacts - (acquire every artifact) Up-C, Right-C, Down-C, Up-C. All weapons - (acquire every weapon) Right-C, Up-C, Down-C, Down-C. Puzzle items - (acquire all of the puzzle pieces on the level) Up-C, Left-C 2 times, Right-C, Down-C, Down-C.



Ogre Battle

PlayStation/Atlus Hidden Stages

To get a hidden stage, follow this method. In the beginning of the game when you are asked by Warren to enter your name, put in "FIRESEAL" on the Password Screen. Go through the questions and after a little loading, the Map Screen will appear. Move your cursor to the crossed swords and you will see that it is Dragon's Heaven. This is a new stage not normally found in the game. For a music test, enter your name as MUSIC/ON. The game will load and the Music Mode Screen will appear.

Streets of Rage 3

Genesis/Sega

Start with Nine players

Go to "Options" on the Selection Menu and press Start. In the Options Menu, go to the number of players and highlight it. Now, take pad two and press Up, A, B and C simultaneously. Then, take pad one and press Right. You will now be able to set your players up to nine!

Warcraft II: The Dark Saga

PlayStation/Electronic Arts Game Cheats

These tricks will give you a huge advantage in this game. At the Main Menu Screen, choose a new game or load an existing one. After picking your campaign, you will start the scenario. Press Start to pause, and at the Pause Menu, move down and highlight the "Enter Password" Selection. Press X, and you will see a Password Screen. Now put in one of the codes as shown below for various results:

NSCRN - Gives you the full map
GLTRNG - 100,000 gold, 5000 trees (repeat the trick as needed)
VLDZ - 5000 units of oil
MKTS - Faster building
DCKMT - Upgrades everything to the best

VRYLTL - Gives you all the spells
TSGDDYD - Invincibility (one-hit unit kills and few hit structure kills)
THRDGNL - See the end of the game. You will get confirmations that the codes worked on the screen when it says, "Enabled Cheat."

Xenious 3D/G

PlayStation/Namco Increase Credits

This code will give you an increased number of credits to help you get further in the game. At the Game Select Screen, hold L1+L2+R1 and R2 simultaneously. With these held, press the Circle button continuously until the game loads up. Normally, you start with two credits. But the more times you press the Circle button before it loads, the more credits you will receive!

Robin Attack

Super NES/Nintendo Super Hard Mode

In the Selection Menu, choose a one-player game, then go to the bottom of the menu and choose Vs. Mode. Select the New Game Option. Now you'll go to the Set Level Screen. Highlight the Hard Level. With this highlighted and using the first control pad, press and hold Up and L1. With these held, press the A button. The lower portion of the screen will turn red. This is how you'll know the code worked.

Mortal Kombat Trilogy

Saturn/Midway Green Options Menu

Well, here is the cheat to access it for some additional game highlights. Just go into the Options Screen. Press and hold Up and the L/R shift buttons at the same time, until the screen shakes. At this time you may now enter the Green Menu.

Command & Conquer (continued)

Infinite Funds: 801c4c04ffff

Hexen

All Keys: 800e7da0ffff

Infinite Blue Mana: 800e7dc00068

Infinite Green Mana: 800e7dc400c8

High Armor Class: 800e7c7e01e0

Extra Weapons: 800e7db40001

Extra Weapons: 800e7db80001

Psychic Force

Infinite Health P1: 80101e5403e8

Infinite Health P2: 80101f9803e8

Infinite Psychic Power P1: 80101e560190

Infinite Psychic Power P2: 80101f9a0190

Resident Evil

Bazooka In 1st Pos: 800c8784ff07

Flame Thrower In 1st Pos: 800c8784ff06

Infinite Health: 800c51ac0068

Rocket Launcher In 1st Pos: 800c8784ff0a

Shotgun In 1st Pos: 800c8784ff03

Cold Python 127 Rounds: 800c8784ff04

Code Name: Tenka

Red Key: 800519c80001

Purple Key: 800519d00001

Blue Key: 800519cc0001

Yellow Key: 800519ca0001

Green Key: 800519cb0001

Infinite Ammo: 80059a6c0063

Infinite Ammo: 80059a780063

Infinite Laser Power: 80059a700014

Tigershark

Infinite Lives: 800847980003

START

Saturn/Atari More Continues

At the Start/Options Screen, press and hold: Left, L button, C and R button. While holding these buttons down, press the Start button. Now when you begin your game, you will start off with eight continues instead of four!

GAME DATA

Super NES/Atari Mega Moves

These tricks can be done at any time during the match, but when doing the move you must hold the top L or R button. (Key: L=Left on D-pad, R=Right on D-pad, D=Down on D-pad, U=Up on D-pad, Y, B, X, A=buttons on controller). Brett Hart: While on the top rope and your opponent is on the ground press R, R, U, B. The Undertaker: L, R, R, Y when your opponent is in front of you. Yokozuna: D, D, X when on the top rope. Bam Bam Bigelow: U, D, L or R, Y when facing the ropes. Razor Ramon: While your opponent is on the ground, stand below him/her and press L, L, R, B. Lex Luger: U, U, D, B (hit B continuously). Doink: L, L, L, A (must be done behind a stunned opponent). Shawn Michaels: D, R, R, A. 1-2-3 Kid: Stand on the top rope and press U, U, U, A while your opponent is down. Diesel: While your opponent is stunned, get behind him/her and press D, D, R, B while facing the majority of the ring. Owen Hart: U, R, D, Y (hold Y to keep spinning). Luna Vachon: Stand above a knocked-down opponent and press L, D, D, B.

Air Combat

PlayStation/Namco Extra Fighters

To gain these extra fighters, play through the game on Easy Mode to the last mission and defeat the Boss. Once the mission is completed and the game is over, the credits will appear on screen. Sit through this in its entirety until the Title Screen appears. You should then have "Extra 10" in the upper-right corner of the screen. Now go through the options to the plane select and notice there are several more fighters to choose from!

Hero's Adventures

PlayStation/LucasArts Unlimited Gyros

If you've played this game for a while, you know how important it is to have a few spare Gyros. Go to Crete and fight the Minotaur. After defeating him, he will give you the "H" key. Go to the "H" door and walk up and left. You will see a face in the wall shooting fire. Now walk down, over the fire bridge and all the way to the end of the hall. You should hear the music change. Once you do, go back up and retrace your steps. Go through the "H" door again and back through to the location where the gyros were originally placed. It will be back in the same spot, so you can take it again! Repeat this trick as many times as you want, to fill up on your stock of gyros. This method will give you an unlimited amount of energy throughout the rest of the game!

Cruis'n USA

Nintendo 64/Nintendo Access New Tracks

This trick will give you access to three new tracks in the game. On "Choose Race" Screen, highlight US 101 and hold L + Left-C + Down-C to access Golden Gate Park. Highlight Beverly Hills and hold L + Up-C + Right-C. Highlight Grand Canyon and hold L + Right-C + Down-C to access San Francisco.

Hexen

Saturn/Sega Cheat Menu

Just go to the Options Screen and enter the code: Up, Down, Left, Right, Y, Y, Z, Z, A, X, X, Up, Down, C and B. Then go into the miscellaneous option. If entered correctly, you should see a new option called, "Cheat." After accessing this option you will find a list of cheats to use within your next game, including God Mode!

The Crow

PlayStation/Atari Unlimited Energy

This trick starts you on the ship with unlimited energy. Access the Continue option from the Title Screen. The "Enter Password" Option will appear. Now enter this code: Circle, X, Triangle, X, Circle, Triangle, Square, Circle, X, Square. Your invincibility will last until you get into the final battle.

True Lies

Genesis/Atari Various Codes

Enter the corresponding passwords in the Password Screen to gain infinite lives, energy and all weapons. For Infinite lives: BGLVS. For Infinite energy: BGGRLY. For all Weapons: BGPVNS. After entering, press end and begin playing.

Power Rangers

Super NES/Electronic Arts Power-up Codes

To activate these power-ups, go to the Password Screen and put in any of these passwords for different results: For Power pitching enter: PWRP. For Power hitting enter: PWRHT. For Rubber Field enter: RBBR. For Turbo throwing enter: ZZNG. For Simulation Mode enter: XXXX. For Ice field enter: BRRR. For the Challenge enter: NNTH. For Hyper running enter: VRRRM.

JUST ENTERED THE ARENA.

STREET FIGHTER COLLECTION

Remember these guys? They remember you. This game packs punch. 27 Street Fighters in 3 different games. Super Street Fighter II, Super Street Fighter II Turbo, and Street Fighter Alpha 2 Gold, all in their true arcade form. Own the Street Fighter legacy. At around \$1.50 a fighter, that's a fair fight, don'tcha think?



© Capcom Co., Ltd. 1997. © Capcom USA, Inc. 1997. All rights reserved. Street Fighter II, Super Street Fighter II, Super Street Fighter II Turbo and Street Fighter Alpha II are trademarks of Capcom Co., Ltd. Capcom is a registered trademark of Capcom Co., Ltd. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd.

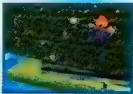
CAPCOM

www.capcom.com



Super Mario 64

Nintendo 64/Nintendo
Helicopter Short Cut
 Go to the Cool, Cool Mountain Stage and make your way to the edge of the cliff past the snowman without a body. You will see a creature shaped like an egg with a flower on top of its head. Go to the edge of the cliff, let the enemy follow you and jump onto it. You will begin to spin like a helicopter. Press and hold the A button to spin faster, and guide yourself off the edge. Maneuver Mario close to the mountain, but if you hit it, you will fall. You will see a crevice on the lower part of the mountain. Aim for this opening and try to land on the platform right underneath the mountain. Once you land here, it will be easy to find one of the more difficult stars, "Wall Kicks Will Work."



NBA Shoot Out 97

PlayStation/SCEA
100 percent Attributes
 You may easily create players with 100 percent attributes by going to the Create Player Screen. Enter your desired name and college, go to the attributes and then simultaneously press and hold buttons: Left+Select+Square+Circle.

Donkey Kong Country 3

Super NES/Nintendo
Cheat Codes
 Just enter the Cheat Enable code first. To do this, go to the Game Select Screen and press buttons: L, R, L, R, L, R, L, R, L, R. An Enter Code Screen will appear. Now, enter any of the following codes in the space given to receive various cheats and effects in the game. Enter MUSIC for a Music Test. Enter LIVES for 60 lives at the start of your game. Enter COLOR for a change of clothes on Dixie and Kiddy. Enter MERRY for Christmas music on the Bonus levels. Enter TUFST for no Continue barrels. Enter ASAVE to automatically save after completing a level. Enter WATER to enter the water-fall for a hidden bonus game. Enter ERASE to erase the record times. Enter HARD for what make the game a little more difficult. Hard to notice.

Battle Monsters

Saturn/Aclam
Stage Select
 Choose your character in Vs. Mode and press and hold the A or C button until a Stage Select Menu appears. Choose your level and you'll begin in your stage of choice!

Wild Arms

PlayStation/SCEA
Heal Berry 255 Item trick
 This trick will give you 255 duplicates of the items in your inventory. There are a few different ways to do this trick, depending on the number of items you have. During battle, access the "Fight" icon and then choose the "Item" icon after that. Pick the item you want to duplicate and make sure that you only have one of that item. Now, make your first character (Rudy) use a Heal Berry. Have the next character (Jack) also use a Heal Berry. Have the third character (Cecilia) go into the Item Screen and switch the position of the Heal Berry with the item that you want duplicated. After you do this, exit the screen and choose the "Defend" icon. The battle will commence. After the battle is over, go back into your items and you will see that you have 255 of the item you switched with the Heal Berry!

If you have more than one item, but you want 255 of that item, do the trick this way: When it's your turn in the battle, have your first character use a Heal Berry. Make your second character go into the Item Screen and switch the heal berry with the item you want to duplicate. Then exit the screen and choose the "Defend" icon. Have your third character just choose the "Defend" icon. After the battle is over, go back into your items and the item you wanted duplicated will be missing and replaced with an empty slot. Do the trick once again for the next battle, but this time, have the second character put the Heal Berry in the empty slot. After the battle ends, go into your items and you'll have 255 of that item. Also, to get 255 Heal Berries, do the trick as you would if you wanted to duplicate an item that had more than one. But this time, put the Heal Berry in an empty space below the other items and do the trick.



Doom Troopers

Genesis/Playmates Interactive
Stage Select
 This trick allows you to access a Hidden Stage Selection Screen in the game. First move to the Options Screen from the Title Screen. When you're in the Options, move to Password and press Right to get to the first letter. Using the A and B buttons, enter the password: ARGONATH Exit and pick your player to see the Stage Select!

Pitfall: The Mayan Adventure

Super NES/Activision
Infinite Continues
 Once the Continue Screen appears, rapidly press the Start button on controller one. If done correctly, you will receive nine continues. You can do this repeatedly, so technically, you can get infinite continues!

NCAA Football 98

PlayStation/EA Sports
Many Cool Codes
 Here are some awesome codes for NCAA Football 98. At the User Records Screen, enter one of these names to release a cheat for either a new team, or a cool code. Check out these tricks:
 FOOTBALL CHEATS
 ELECTRIC - Electric Football
 SEE FMV - Enables the FMV Menu
 WHOLE POLL - See 112 teams in the poll
 GB SPEED - Fast Players
 COOLSITE - Show all stadiums
 EASPORTS - EA Sports Team
 TIBURON - Tiburon Team
 SHORT QUART - 15-second quarters

Turok: Dinosaur Hunter

Nintendo 64/Aclam
Big Cheat
 This incredible code is the mother of all cheats for this game! Access to the "Enter Cheat" Option from the Title Screen. On the Cheat Code Screen, enter the password for the Big Cheat. The code is as follows: NTHGTHDQDCRTDTRK
 Now you will have everything you need for this game including invincibility, weapons, ammo, big heads, warps to levels one through eight, and warps to the Bosses of the game!

Mega Man Vx

Super NES/Capcom
Secret VS. Mode
 This trick will allow you to play a secret VS. Mode with Mega Man and Bass. To get this mode, go to the Title Screen and move to the Password Option. Pick this and enter the password: 1, 4, 1, 5, 5, 8, 5, 7, 8, 2, 3, 6, 2, 5, 1. Each number corresponds to the picture of a character from the game. After entering the number sequences, hold buttons L and R and then press Start. The character moves (when facing right) are: Mega Man - Slicer; Down, Down-Right; Right+Y; Slide; Down, Down+B; Invincible; Up, Up, For Bass - Flying Kick; Right, Down, Down-Right+Y; Torpedo; Jump, then Y+ Right, Right, Invincible; Up, Up.

SCUD: The Disposable Assassin

Saturn/Sega Soft
Level Skip and Mimic Mode
 To get a level skip in this game, get to the Title Screen. Press and hold diagonally Down-Right and press Y button and Start simultaneously (this spells DRY). You will know it worked if you hear a hilarious sick called "Answering Machine" by the Dead Alive on the Confirmation Screen. During gameplay in D-pad Mode, press Start to pause. Press the top L and R buttons simultaneously to skip to the next level.
 To skip levels in Gun Mode, do the DRY code and then pause the game by pressing Start on the gun. Use the trigger to select the Quit Option. After asking for confirmation, choose YES. Then it will advance you to the next level.
 To get Mimic Mode, do the DRY code again. Go in D-pad Mode. Choose two players with button B. On the Confirmation Screen, go to "Let's Play" and press C. When the screen fades to black, pull out controller two. Make sure you do this before the disc spins or it won't work. You'll be in control of two players after it's done loading. Using the first controller, you can control both characters and sport double the firepower!

Tigershark (continued)

Infinite Gatling Ammo: 800bf3801ff
 Laser Never Overheats: 800bf3a07d0
 Infinite SR-70's: 800bf4a0013
 Infinite SM-25's: 800bf4a0013
 Infinite MK-60's: 800bf3c0013
 Infinite MK-90's: 800bf4a0013
 Infinite EMP Torpedoes: 800bf440013

Wild Arms

Infinite Gella: 801341d6ffff
 Quick Level Gain Jack: 80133e40ffff
 Quick Level Gain Rudy: 80133e0cffff
 Quick Level Gain Cecilia: 80133e74ffff

Saturn Codes

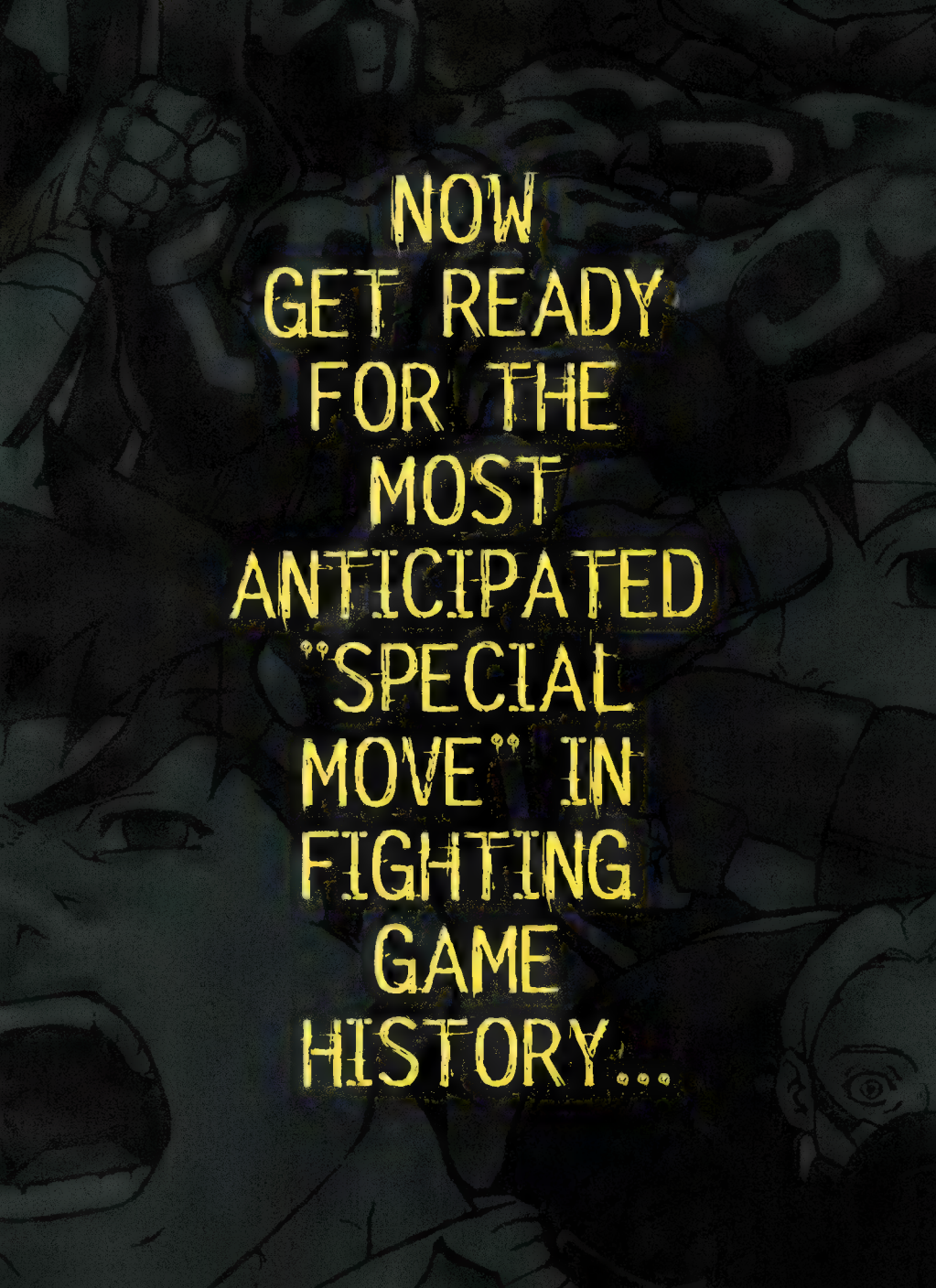
Battle Monsters
 Infinite Health P1: 16037f900064

Infinite Health P2: 160378f80064

Dark Savior
 Master Code: 16009924ffff
 Infinite Points: 102f020effff
 Infinite HP Garian: 160defb003e7
 Infinite HP Garian: 160defb203e7
 Infinite B-KP Garian: 160defb603e7
Pandemonium!
 Master Code: 16009914c305

Master Code: 560028000000

Infinite Credits: 160680808030
 Infinite Health: 16068060a9200
Road Rash
 Stiletto Bikes: 160740740709
 Infinite Cash: 1607407407ff
Mortal Kombat Trilogy
 Infinite Health P1: 160d19fc00a5
 Infinite Health P2: 160d20d800a6



NOW
GET READY
FOR THE
MOST
ANTICIPATED
"SPECIAL
MOVE" IN
FIGHTING
GAME
HISTORY...

STREET FIGHTER'S IN

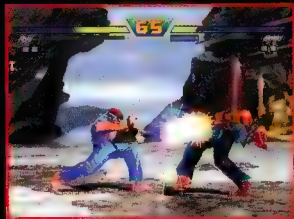
3-D

Been missin' Street Fighter gameplay? The world's premiere fighter goes kickin' and screamin' into 3-D. This beast pits the original 8 Street Fighter vets — Guile, Zangief, Ryu, Ken, Bison, Chun-Li, Dhalsim and Sakura in an amazing arcade hit. What else is the same? Signature Street Fighter gameplay. New? Lots! Crack your knuckles and welcome 12 all-new fighters in the biggest Street Fighter ever! Playable bosses, 7 different play modes, a total of 23 characters, this is the 3-D game worth fighting for.





STREET FIGHTER[®] plus **α**



Ryu got your number? New Training Mode adds moves, reduces bruises.



New Multi-Hit combos bring 'em to their knees.



Slow Mo Replay makes victory even sweeter.

CAPCOM[®]

www.capcom.com

GHOST IN THE SHELL™

system
publisher
developer

PlayStation
TBO
Polygon Magic, Inc.

strategy talk

Anbody out there feel the urge to take a futuristic talking tank out for a spin, waging a small war on various forms of mechanized military equipment while wrecking havoc on multiple industrial cities in the process?

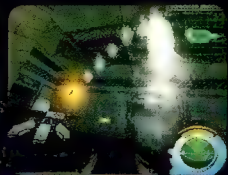
Well, if you happened to answer "Yes" to the inquiry above, TBO has got the game for you. And you can do all of this at your leisure from the comfort of your own home.

If you think Ghost in the Shell seems a little similar to the popular PS Jumping Flash! series, it's because the game was developed by the same team, Polygon Magic Inc. And what's even better is that the game is set up in such a way that it doesn't make being a fan of the series a prerequisite. Anyone can pop the CD and enjoy this fantastically paced tank-like sim, although true fans of the Ghost franchise will really love the extra 10 minutes of original animation footage that's included.

—Tim "Manic Depressive" Davis

strat-stats

time to complete:
about an hour
challenge:
moderate
can't wait for:
the U.S. release
Runs-eating,
FFVII-playing
EGM fanboy:
Ryan Crumpley



General Tip: One advantage that you'll soon learn in the game is that excluding level Bosses, your tank has an attack range greater than opponents in the game. You can use this to your advantage: many times by locking on an enemy with your missiles and firing away until he/she is toast without him/her ever even seeing you!



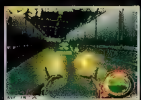
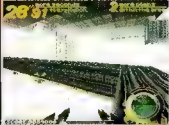
General Tip: Mastering the strafe maneuver in this game is essential. With the strafe, you can not only dodge an enemy's attack, but set yourself up for a counterstrike in the same move.



Because the challenge really picks up with Mission 3, we begin our guide at that point.



MISSION 3: Firecracker



The best way to master destroying all the containers before time expires in this stage is to take it slowly. Play through the level as many times as you need to find all

the objectives and to remember their locations. Don't worry about beating the level in the time allocated until you're ready.

Boss Strategy: He looks menacing, but defeating him is surprisingly easy to do. Use your strafe maneuver in a circular motion around him firing your missiles or guns. A well-placed grenade destroys his drones with ease when they get too close for comfort.



MISSION 4: The Chase



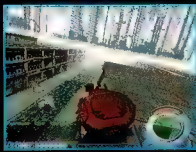
Boss Strategy: When you take out one of this Boss' two escorts, you'll receive a time bonus. Try to save at least one grenade for the main ship if possible, while strafing to dodge his missile projectiles.



Keep your eye on your radar in this level as more times than not, baddies will appear behind you and try to you get caught in a crossfire with the ones directly ahead. Try charging up your missiles as much as possible, especially against airborne assailants. You can destroy the electrified barriers between the ships, although it's safer to just jump over them, grabbing Health and Grenade icons along the way.



MISSION 5: Invisible Shadow



You'll encounter and engage the Boss at several points in this stage. Since he appears on your radar when you're close, take your time to survey the area surrounding him first then destroy all the turrets protecting him. You can accomplish this most of the time by hanging on the sides of nearby buildings, where a lot of the enemy mechs cannot hit you. And if they do manage to lock-on to you, an escape around the corner of the building is just a simple strafe maneuver away.

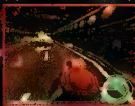
Boss Strategy: Stay to the far left or right side of the road; jump while releasing missiles when the crane rips up the street in front of you. In the second form, the laser is tough, so you might want to use your grenades to destroy it first; then attack the cab.



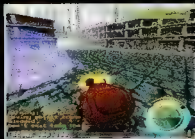
MISSION 6: The Chase 2

This one's very similar to Mission 4, where you have limited control

of your tank's maneuverability. About a third into it, you must choose a path at the fork in the road. The left path has more enemies and more items; the right has a couple of jumps for you to perform. Both paths lead to the Boss. Now more than ever, it's important to watch your radar for those tailgating enemies.



Boss Strategy: You can wound this Boss to a degree every time you encounter him. For the final encounter, strafe to avoid his charging ground and wave punches while firing away with projectiles of your own.

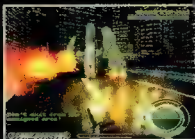


MISSION 7: Villains in the City



Mission 7 throws a little different look, because now many enemies in the stage are often located higher than yourself. The mission objectives are easy to find, but to get to them, you must destroy all the enemy turrets waiting to ambush you if you get too close. Find Health and Grenade icons under the overpass.

Boss Strategy: Luckily, this Boss' flamethrower attack has limited range and is easy to avoid via strafing left or right. His most damaging attack, however, is his Ground Stamp which you'll have to jump in the air or on the side of a nearby building to avoid.

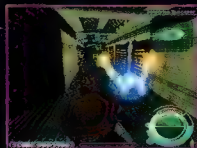


Boss Strategy: Machine guns work well against this spider-inspired Boss when he's not cloaked. You're going to take some damage, so unleash your grenades as soon as possible. You can still target him with missiles when he's cloaked.



MISSION 8: In the Darkness

Being able to lock on and fire missiles around corners really comes in handy here. The enemies to watch out for are the small, red hovering laser turrets scattered about. Their blasts are tough to avoid head-on, so use the terrain to your advantage.



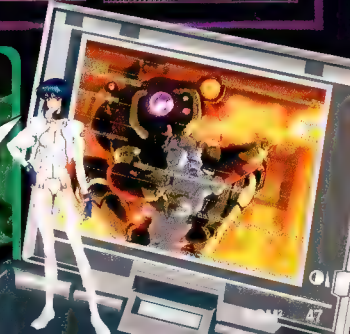
Motoko's Quick Tips



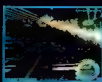
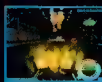
Your radar is useful for giving a rough estimate of the location of your enemies, but they'll often appear on the screen at the same time. Learn to "guesstimate" maximum distance to attack an enemy without being detected by their own radar. Also, remember that your tank has the ability to fire around corners and hit an opponent even though it's not in sight. It works particularly well in the later stages, in which the majority of enemies attack in groups.

Many times your tank, the "Fuchikoma," will download specific instructions for each mission objective (i.e.,

Mission 5). The objectives are important, but with missions without time limits, it's more important to just be patient more than anything else. Cover your back by clearing all the enemies in one area of a stage before moving to the next part.



MISSION 9: The Wormwood



Many of the enemies in this mission can be defeated easily by crawling around upside down on the ceiling while firing your missiles

down to nail the turrets below. Be careful when crawling down to the areas below, since there's usually too many enemies that you can lock on to at once. When you reach the industrial elevator, try to time your missile charge so that you're ready to fire the moment a sky trooper emerges from the darkness.

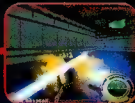
Boss Strategy: You can easily avoid the two Bosses' multiplying ground attacks by sticking to the ceiling while firing at them with machine guns at the same time. Wait until they're close together and nail 'em with a grenade to inflict maximum damage.



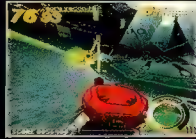
MISSION 10: Central Nerve

This one's similar to **Mission 8**, only those pesky hovering laser

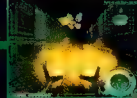
turrets are more plentiful and are often found in pairs now. Be careful of shooting mobile mines in close proximity or you'll be damaged by their pinkish explosion radius. In the main areas surrounding the grand staircases, you'll find plenty of Health and Grenade icons on the opposite side of the upper level.



Boss Strategy: The best way to attack? First take out the turret above you, then crawl onto the ceiling to destroy the other. After the fourth target is activated, the reactor will try to draw you into it—so be careful.

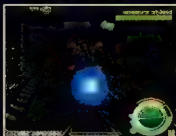


MISSION 11: From The Bottom



Check around corners as much as possible in this stage because more times than not you'll run into a huge missile launcher on the other side if you're not careful. Remember that when in doubt, fire some missiles and wait to see what happens. This also works great just before ascending the ventilation shafts in here.

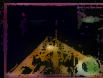
Boss Strategy: Use all of your grenades first, then crawl up to the ceiling to continue the fight. His wave projectiles will pass over you if you're close enough for him to be in missile range; his blue orbs can be avoided by strafing near the room's corners.



MISSION 12: The Darkest Hour

Probably the most challenging level since **Mission 3**, this level

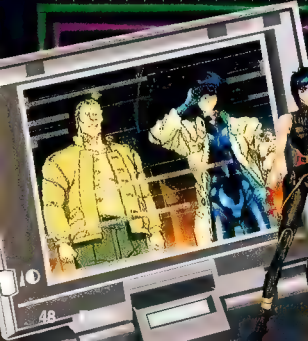
will test your sense of direction like no stage before. Luckily, there's no time limit to complete this mission, so by all means take your time to learn the terrain of the stage—more importantly, learn the location of enemy gun turrets. For more info, see below.



Mission 12: Survival Guide

1. Travel to the huge industrial crane in the stage straining and shooting foes along the way.
2. Once there, make a right and climb down the shaft; blast the power there and the mines around it. (Be careful not to jump as you're upside down.)
3. Next, crawl across the walkway (grab the grenade if you need it) and take out the two hovering turrets in the room ahead.
4. From there, drop to the floor and climb down the ledge until you reach the small yellow platform. You must do a series of timed jumps across the void, jump diagonally ahead and to the right to get back on solid ground.

5. Make your way to the end of the level corridor. Climb out onto the side of it and up to the very top and turn around so you're facing the helipad—just before you reach the yellow railing.
6. A leap of faith you'll make it to the corridor below.
7. Shoot the Soldiers in men and crawl across the yellow grid (shooting the various mines planted on it) to the corridor that leads to the final Boss.



Evil Never Sleeps. And Now Neither Will You.

Ogre Battle

Limited Edition

Available Exclusively
For The PlayStation®
Game Console



UNIQUE FEATURES

- COMMAND 75 DIFFERENT TYPES OF CHARACTERS!
- 13 POSSIBLE ENDINGS ENHANCE REPLAY VALUE.
- NON-LINEAR GAMEPLAY.
- HAVE THE OPPORTUNITY TO BE EITHER GOOD, NEUTRAL OR EVIL!
- THIS LIMITED EDITION TAKES OGRE BATTLE TO A WHOLE NEW LEVEL OF 32 BIT GAMEPLAY!

"One of the All-time great Strategy/RPG's"
(PSExtreme)

"Ogre Battle has Solid Seller emblazoned on it."
(Video Game Advisor—April, 1997)

A remastered version of the popular 16-bit title is now impossible to find! *Ogre Battle: The March of the Black Queen* features improved graphics, additional musical scores, and we have even added new spells to look even better than the original version!

Command your army through the Zenobian Empire and reclaim the continent! Along the way, recruit additional characters to join your quest. Once in control, will you hand over power to the rightful ruler or keep the continent for yourself?

Only you can decide!

A proven hit! The name says it all!



ATLUS



Come visit us on the world wide web at www.atlus.com

Atlus Corp., LTD. Ogre Battle™ Episode 5 March of the Black Queen is a trademark of Quest © 1993, Arindink © 1995, Published by Atlus® Corp., LTD. © 1997. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Call 1-800-771-5177 for Game Rating Information.



strategy talk

Despite the onslaught of games that have come to the Nintendo 64, not one has attempted to tackle the side-scrolling adventure genre—that is, not until now.

Although the gameplay is strictly 2-D, the great graphics are anything but flat. Many 3-D effects are done amazingly well and show off some of the N64's power. Plus, the music and sound add ambience to the whole game and truly improve the playing experience.

Although the strategy behind the game is a little lacking, getting all of the gems is tough. Because of this, my guide gives advice on how to beat the Bosses and get the gems in each stage. (Note: This strategy is based on the Japanese version of the game.)

With many of the N64's top titles delayed until next year, Mischief Makers is a great buy in the meantime. The game will definitely appease side-scrolling fans still waiting for Yoshi's Island 64 to come out.

—Scott "Ergasiophobia"
Augustyn

strat-stats

time to complete:

10 hours

challenge:

moderate (to play through) to hard (to get all the gems)

of games canceled:

3

of aspirin taken:

14

GEMS

■ The red gems will allow you to continue if you are beaten.

■ The blue gems will give you some energy back.

■ The green gems will give you even more energy back.

■ The yellow gems are hard to get. They give you energy and allow you to see more of the ending.

MISCHIEVOUS MOVES

Grab 'N' Jump



Use this to launch yourself to higher areas or another ball. With precision and the use of Air Boosts, you can reach some difficult places.

Enemy Toss



One of your best weapons are the enemy troops. Pick them up and hurl them at obstacles or other troops to clear the path.

Use Your Fists



Your fists can be your greatest asset. If you can't dodge something coming at you, try to use your fists to "block" the hit. You lose no health.

Use Your Friends



Sometimes you can use your other helpers to get you through some areas. Most of the time you can use these guys to get to secret areas.



WORLD 1

This world is mostly a trainer. Here, you will be taught the skills you'll need to beat the rest of the game. Check the individual world descriptions at right to find where the yellow gems are located in each stage. (Stage 7 is skipped because it's the Boss level.)

BOSS-WORM



The worm Boss is very easy. Grab his head and slam him against the ground or the wall. To get his gem, grab his head and shake him. One or two shakes and he will give it up easily. This Boss is on Stage 7.

STAGE 1



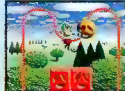
This one is close to the beginning. It's in a hut under a golden statue.

STAGE 2



This one is on a ledge of purple blocks. Use your Air Boost to get up there and collect it.

STAGE 3



Grab onto the orange ball and drop a bomb over the ledge of red blocks to find a star.

STAGE 4



It's right before the circle of spiky balls. Use your Air Boost for some height and head right.

STAGE 5



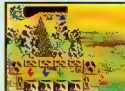
A guy behind a wall of red blocks has this one. Shake him up to gather it from him.

STAGE 6



The third grenade tosser has it on him. Get off Teran and shake this guy up.

STAGE 8



You must protect the gems enough so none of the guys are trying to get them.

STAGE 9

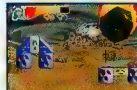


The gem here is locked in by two columns of red blocks. Take some bombs and destroy them.

STAGE 10



You need to get on the highest platform and backtrack to get this gem. It is above where you start in this stage.



Use the Air Boost to make your jumps last longer and go farther.



game.com™

ON/OFF

have you seen it?

have you touched it?

have you
played it?

MENU SOUND PAUSE

B

D

A

C

TIGER J.

TIGER J.

Unbelievable graphics & animation

AWESOME TOUCH SCREEN

The ultimate portable gaming system

Main Menu Screen



game.com™

HOT GAMES

Active!

Optional internet/email access

INTERNET/EMAIL ACCESS
[OPTIONAL]

May Cool Speech & Puns

www.game.com



Combat Utility

\$5000 \$1750 \$800 per



WORLD 2

This world will test what you have learned. You will be forced to make a lot of timed runs. You will also have to master the use of the grab-and-launch. Learn these skills quickly, and you'll be able to go through these levels without too much of a problem. That is, until you get to the final Boss.

BOSS-MIGEN JR.



The final Boss is fairly challenging. To score the first few hits, grab his arms and toss them at his companion, either left or right. Once his companion is gone, you must grab his fists and toss



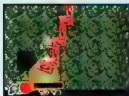
them back at him. To do this, block several of his smaller hits then grab his arm when he is moving very slowly. Remember that you can destroy any projectile here by trying to grab it. Beat him flawlessly (don't get hit once!) to get the gem.

STAGE 1



The yellow gem here is right within eyesight of the end of the stage.

STAGE 2



Continue upward from the end of the level to find the yellow gem of this area.

STAGE 4



This one is VERY tough. You must be really quick. Tug on the first white ball that you see. Then jump left and find the next one. That one will have the gem.

STAGE 5



Keep swinging from the end of the level to find the gem.

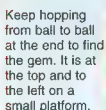
STAGE 6



This is a mini-Boss. You must grab the bee's head and shake it to get the

gem. Throw the bee in the lava to kill him.

STAGE 7



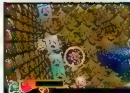
Keep hopping from ball to ball at the end to find the gem. It is at the top and to the left on a small platform.

STAGE 8

The gem is in the right-hand path, but on the left side of that path. Air Boost to navigate in midair easily.



STAGE 10



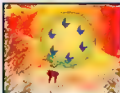
You will have to work your way to the top, past the exit. Then jump down the left opening and fall to the gem.



WORLD 3

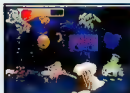
This world will test your aim as you must ride several things, everything from the clown balls seen in earlier levels to a cruise missile! This will require some precision, since you will have to bounce or launch off of these things—and often catch things—while in midair. You will also learn about the jar. Use this to find some decent power-ups.

STAGE 1



You have to put 12 blue gems into the jar and then shake it to get the yellow gem.

STAGE 2



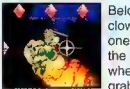
You have to be quick here. There is a Clancer at the start throwing stars. Shake him to get the gem.

STAGE 4



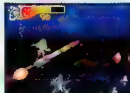
You will find the yellow gem above a set of swinging Clancers.

STAGE 5



Below the orange clown balls is a white one. Tug it and catch the bomb. Drop it where you want and grab the jar. Shake the jar for a surprise.

STAGE 3



When you reach the end, you have to point this missile up. Follow that to the top to find

the gem. Air Boost your way back to exit the level.

STAGE 6



This is another mini-Boss. Grab his head and throw it to the ground to defeat him. When you grab his head,

shake it. He will eventually give you some blue gems and the elusive yellow gem.

BOSS-LUNAR

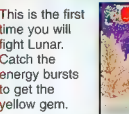
Use the dodge ball kitty to hop on one of the missiles. Grab the missiles and toss them back at him. Shake the missiles to make them more powerful. Repeat this strategy for his second form. Jump over him and attack him from the back to beat his third form. Grab the gun and shake it to make it stronger and beat his fourth and final form. Do this flawlessly and you will get the yellow gem.

STAGE 7

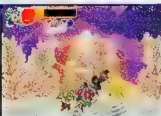


Grab the springer and hop up the platform near the end. Bounce on the spiked heads to find the gem.

STAGE 8



This is the first time you will fight Lunar. Catch the energy bursts to get the yellow gem.

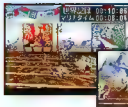


STAGE 9

Jump past the exit and hop rope with some Clancers for a while to have the gem rewarded to you.



STAGE 10



This is a tough one. You must do the 100m dash in under 11 seconds! You must hit the start right on. Also use the right direction, not the right C button.

STAGE 11



Beat the kitty without getting hit by her even once. You also may not cross the line, or you will not be rewarded with the gem.

WORLD 4

You are hearing the end! In this world, you will have to face multiple Bosses. None of them are too hard. (See below for strategy on the main Boss.) Most of the stages in this world require you to find a certain amount of treasures. You may have to rescue some Clancers or capture some ghosts, which requires you to search areas thoroughly. Take your time on the first go-through. Then, if you want to get a better time or find the gem, just replay the level again.

STAGE 1



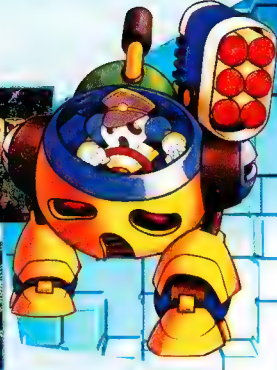
Next to where you can see the gem will be a star. Hit this to warp to that area. Be sure to beat the boulder down the course.



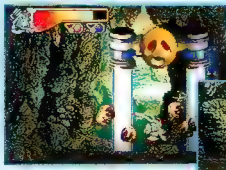
STAGE 2



All you have to do in this level to get the gem is beat the frog. Grab his tongue and throw it back at him.



STAGE 3



As you find each of the Clancers that you have to rescue, shake them up. One of them will have the yellow gem. Be sure to do this before you talk to them or you will miss your chance. You will also get a couple of the other-colored gems from these guys if they don't have the yellow one.



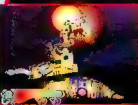
STAGE 4



To get this gem, you will need some good timing. After you go through the brown blocks, head back to the left on the highest route. Hit the star. Now the flashing points are where you will be teleported. You want to warp through four stars to get to the yellow gem for this area. Be patient.



BOSS-CYBORG



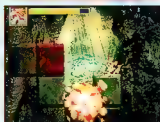
In his first form he will toss rocks at you—which you can toss back—and shoots a cannon. When the cannon charges up, grab onto it and point it up. This does more damage to him and beats him quicker. When he switches into the robot, let him try and kick you. Grab his foot and pull it back. Then back it up a bit and Air Boost it in the air. When you're over the cyborg guy, Air Boost down and slam it on him. You have to do this perfectly to get the gem.



STAGE 5



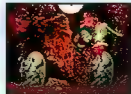
You must beat Lolita Clancer here. Use Teran's uppercut to easily beat her when she gets under you. The gem is hidden in one of the blocks on the right side. Let her crash through a couple of them to find it. Remember that even if you die, you still have it.



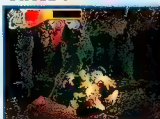
STAGE 7



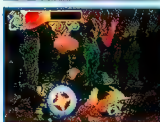
The yellow gem is hidden, like some of the ghosts, in a gray statue. You must carry a bomb and quickly rush over to the areas with the statues in order to destroy them and find the gem.



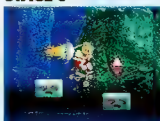
STAGE 6



To beat this guy you must grab his arm and slam him to the ground. To get the gem, grab his arm and slam him against the wall. He'll eventually give it up, then you can kill him.



STAGE 8

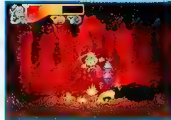


This gem is all the way at the end of the level. When you make the final jump over to the king, you will be able to see it. If you have jumped too far, you will have to retry the level and get it then. If you don't start a conversation with the king, or make a shallow jump, you can usually pick it up.



STAGE 9

You have to beat the mole to get past this part. He is very easy: Grab his head and slam him to the ground. To get the gem, you must bounce on his belly after you slam him to the ground.

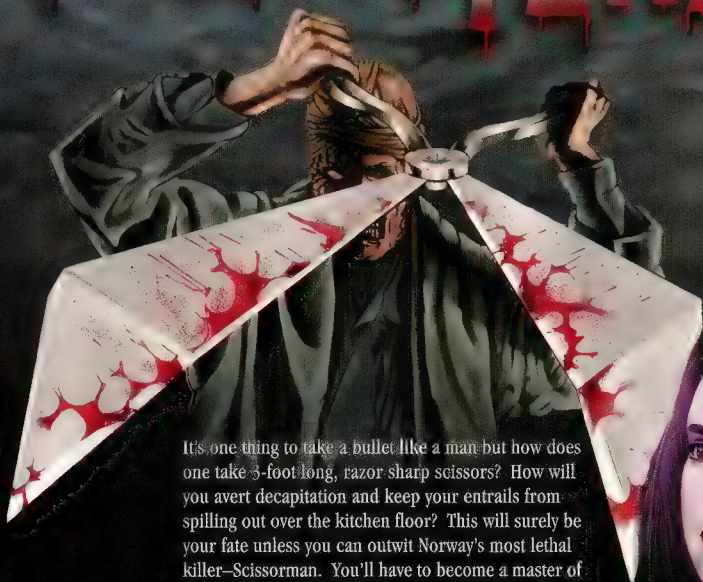


STAGE 10

This maze can be pretty confusing, so I will give you the path to go: Green #3, Red #4, Green #5, Red #1, Red #7, Green #8. This will get you through. The gem is in the possession of one of the Clancers. Shake him up to get it.



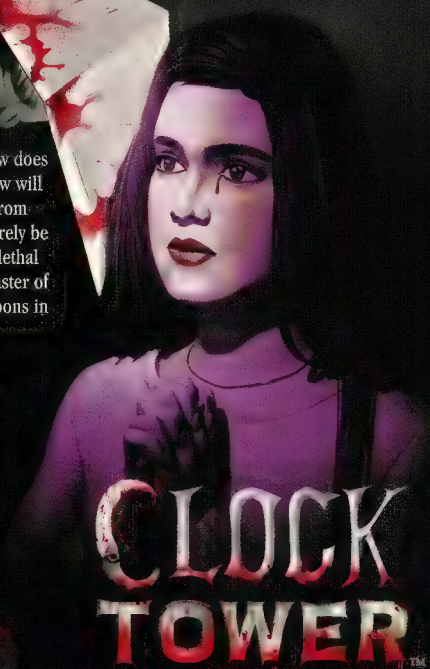
SHEAR TERROR



It's one thing to take a bullet like a man but how does one take 3-foot-long, razor sharp scissors? How will you avert decapitation and keep your entrails from spilling out over the kitchen floor? This will surely be your fate unless you can outwit Norway's most lethal killer—Scissorman. You'll have to become a master of stealth and deception to avoid being cut to ribbons in this blood-soaked horror adventure.

- Five playable characters and ten different endings for super-extended replay value.
- Amazingly detailed, horrific graphics and special effects.
- Bone-chilling sound effects.

So grab your copy of *Clock Tower*[™], turn out the lights, and pray.



ASCII
ENTERTAINMENT

©1997 HEMAN CORPORATION. All Rights Reserved. ASCII Entertainment, Clock Tower and the Clock Tower logo are trademarks of ASCII Entertainment Inc. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other brand and product names are trademarks or registered trademarks of their respective holders.





WORLD 5

'This is the final world.' There are only eight stages, and most of them are Bosses. The stages that aren't Bosses only offer a little challenge. However, the gems in this level are really difficult to get. For some, you must beat the Bosses flawlessly! It's a tall order considering this is the final world to beat.



STAGE 3



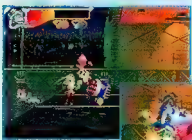
Ride the bee to the end of the level. Not too hard—just remember to grab the Clancers and the missiles and launch them back. The gem is on one of the missiles. You must grab and shake it in order to get it. It is never on the same one twice. When it drops, be sure to catch it.

STAGE 5

Under a set of red blocks lies a star. Jump into this star and transport to an area where you can tug on another clown ball. You will have to tug several balls that appear from that original one. The last one is a pink one that holds the yellow gem for this area.



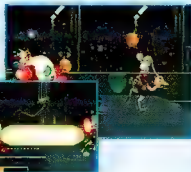
STAGE 1



You will have to fight your way to the right and through all of the enemy Clancers to get to the end here. Try dashing through. The gem is on a gray Clancer. There are several located in each part of the stage, so be careful who you kill. When you get a gray one, shake him until he gives up a gem.

STAGE 2

You have to beat General Clancer in this one. To do that, you must send the balls that he sends at you back at him. He will also shoot energy blasts at you which you can send back as well. If you catch these blasts, you will be rewarded with the gem.



STAGE 4



You must beat the cyber-falcon here. Grab him from the back and slam him to the ground to beat him. When he tries to hit you with his sword, you have to grab it and pull it away from him. After you have it, shake it to get the yellow gem.

STAGE 6

You have to beat the cyber-falcon again here. This one is kinda tough. Grab his shield and sword from him then throw them back at him after he charges. After that, grab the head of the bird and pull it away then let it snap back. Finally, grab a missile, when he shoots one, and toss it back. Do it flawlessly to get the gem.



STAGE 7



To beat the Monolith you have to catch the floating words and shake them up. Then launch them back at it. One of the words that floats up is the gem. Grab that one and shake it to get it. Don't forget: You can use your grab to block shots from the Monolith.



BOSS-ROBOT

Umm, does this remind anyone of those good ol' Transformers?



Well, this guy is not too tough to beat. Always stay to the right of him if you can. When he tries to stomp on you, grab his foot and send him flying back. When he launches his hand at you, grab it and shoot it back at him. He will try to dodge, but he never moves in the same direction twice and often pauses before he moves. To get the gem, you have to beat him perfectly—not too much of a challenge, considering he is the last Boss.

THE ENDING?

To see the ending you have to gather all the yellow gems. The more you have, the more you will see. As the ending progresses, you get some strange cinemas, more credits, and then...I won't spoil it for you just yet!





FLARED NOSTRILS TO SMELL FEAR.

A REINFORCED NECK FOR RAMMING PREY HEAD-FIRST.

SERRATED TEETH TO SLICE THROUGH BONE.





From the ground up,
T-Rex was built to

be the ultimate killing machine.

And if you've got enough survival skills,

you can be him. Just claw,
bite and dismember your way

up the pre-historic



food chain,

from a tenacious Compy

to the bloodthirsty T-Rex himself.

All in lush 3-D environments with pulse-pounding

music and plenty of bone-crunching

sound effects.

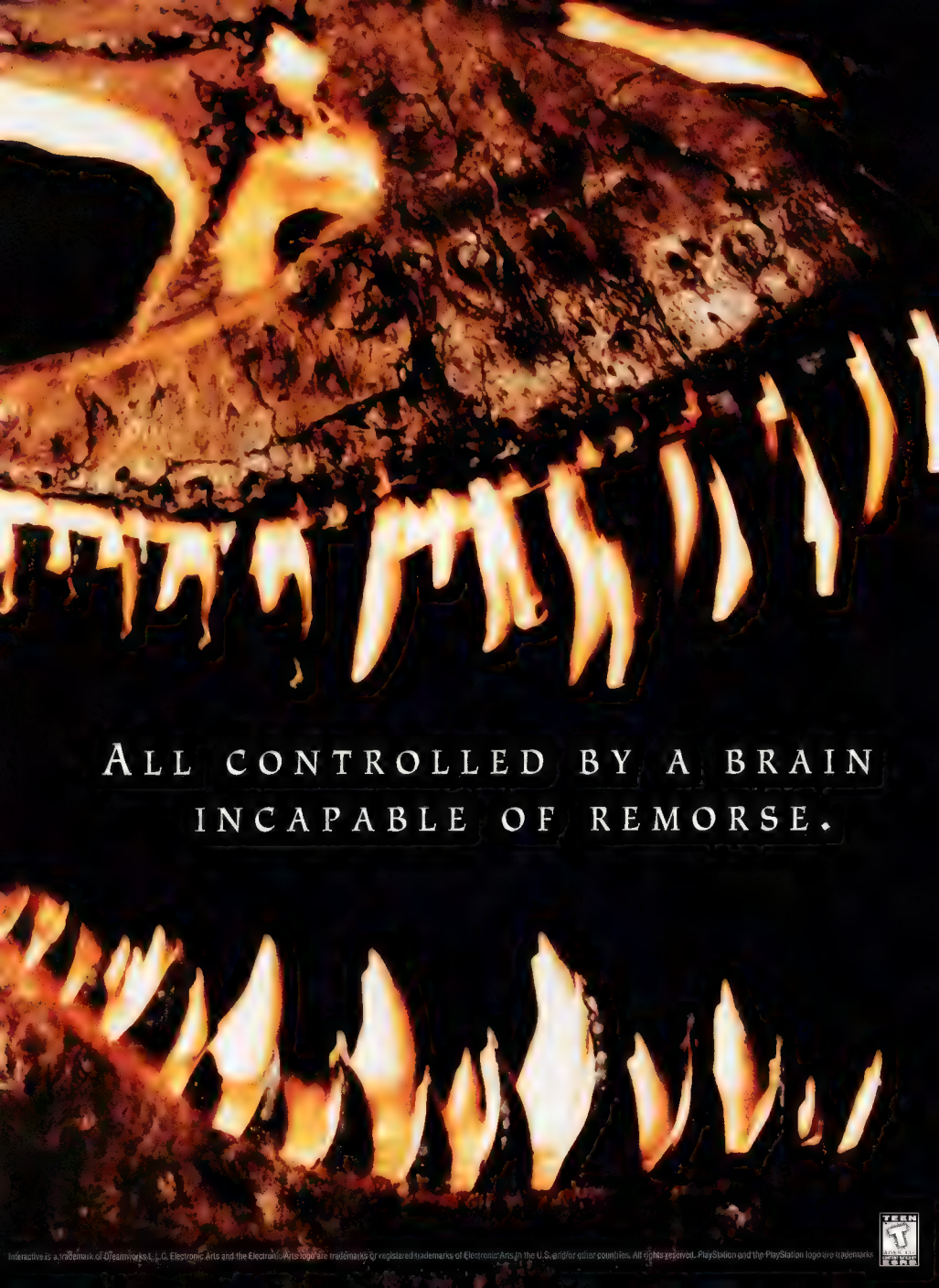
The Lost World.



Where only the strong,

fierce and remorseless survive.





ALL CONTROLLED BY A BRAIN
INCAPABLE OF REMORSE.



Interactive is a trademark of UTeamworks, L.L.C. Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. PlayStation and the PlayStation logo are trademarks



system publisher developer
PlayStation
Psygnosis
Bizarre Creations

strategy talk

Psygnosis' Formula 1: Championship Edition is a racing game that truly forces players to meet the standards of professional racing—not just in driving, but setting up and analyzing car performance as well.

This guide focuses less on driving tactics—which mostly depends on your playing skills anyway—and more on the best way to set up your car for each track. The difference in car set-ups is crucial, especially in the harder difficulty levels.

Here's a simple example from the developers:

On the Hockenheim circuit, top speed and acceleration are your greatest needs. So, reducing the downforce at the front and rear reduces the drag factor, resulting in a higher top speed.

The tradeoff? You now have nothing pushing your car down, so handling is compromised. This doesn't matter on Hockenheim because you travel straight much of the time; just cornering is more than made up for in straight-line speed.

No one set-up works for every track, although the default car set-up should work for most beginners. Also, new racers should try a higher camera view so they can see more of the track ahead; once they learn it, then they can switch to a lower driver-type camera.

—Ron "Athenophobia" Marciniak

strat-stats

time to complete:
two weeks
challenge:
moderate
special thanks to:
Mark Day
after-work fun:
golf! golf! golf!
favorite colors:
black and tan...

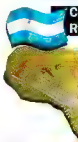
JEREZ, SPAIN



Circuit Length: N/A
Race Length: N/A
This track is a mix of curves and straight-aways. A balance between speed and cornering is the best car setup.

1996 Grand Prix Result
Winner: Villeneuve (Renault)
Winner's Time: 1:52:01.715
Pole Position: 1 min 24.473 sec

BUENOS AIRES, ARGENTINA



Circuit Length: 2.687 miles
Race Length: 72 Laps
This track is a crazy mix of long straightaways and several tight curves—go for a balanced car setup.

1996 Grand Prix Result
Winner: Villeneuve (Renault)
Winner's Time: 1:52:01.715
Pole Position: 1 min 24.473 sec

SPA, BELGIUM



Circuit Length: 4.329 miles
Race Length: 44 Laps
This is one of the best tracks to train on to learn how to drive. Set up your car for moderate speed and handling.

1996 Grand Prix Result
Winner: Schumacher (Ferrari)
Winner's Time: 1:47:43.632
Pole Position: 1 min 50.574 sec

MONTE CARLO, MONACO



Circuit Length: 2.092 miles
Race Length: 78 Laps
This is one of the hardest courses to drive. The track is narrow, so set up the car to handle many tight corners.

1996 Grand Prix Result
Winner: Schumacher (Ferrari)
Winner's Time: 2:00:05.654
Pole Position: 1 min 18.216 sec

CAR TUNE-UPS

- Each driver has two different personalities; some will perform better, depending on the track. It's all about racing on.
- But overall, car set-ups are consistent. So, a car set-up for Ferrari can apply to a McLaren with only fine-tuning necessary.
- Check race results to see car types fared best on a track.

SUZUKA, JAPAN



Circuit Length: 3.644 miles
Race Length: 52 Laps
This track is set up for cornering with one long straightaway. Definitely set your car for cornering and forget speed.

1996 Grand Prix Result
Winner: Hill (Williams)
Winner's Time: 1:32:33.791
Pole Position: 1 min 38.909 sec

BARCELONA, SPAIN



Circuit Length: 2.931 miles
Race Length: 65 Laps
This course is a mixture of both cornering and speed. Config your race car so it can handle well in corners; top speed is a secondary need here.

1996 Grand Prix Result
Winner: Villeneuve (Renault)
Winner's Time: 1:30:35.896
Pole Position: 1 min 16.525 sec

SILVERSTONE, BRITAIN



Circuit Length: 3.200 miles
Race Length: 61 Laps
This course is a mixture of cornering and speed. Config the car to be fast, but be ready to stop quickly at the corners.

1996 Grand Prix Result
Winner: Villeneuve (Renault)
Winner's Time: 1:13:00.795
Pole Position: 1 min 26.875 sec

NÜRBURGRING LUXEMBOURG



Circuit Length: 2.834 miles
Race Length: 71 Laps
This track is very twisty, so set up your car with optimal cornering ability. You can decrease the cornering for an extra speed once you learn the track.

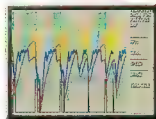
1996 Grand Prix Result
Winner: Villeneuve (Renault)
Winner's Time: 1:33:26.473
Pole Position: 1 min 18.941 sec

FORMULA 1

Championship Edition

TELEMETRY

Telemetry allows you to analyze car performance via a series of graphs, which you use to measure the effects of changes in car setup. You can also use it to spot rough spots in your braking techniques, determine your skill on a particular corner, or your control through the corners (especially when using the NeoCon controller). Manual transmission drivers can use the telemetry to see how gear shift patterns affect their engine performances.



Example: This car has 0 percent suspension, rear force and front force. You can see that the car is braking at every corner, also, it only gets into higher gears a few times.



Now, the car has 100 percent suspension, rear force and front force. Notice: Braking has decreased because of the adjustments—you can now turn by just letting go of the gas. But as a tradeoff, the car is slower and hits lower gears (see circle).

EGM® Goes On a Q&A Session with Psygnosis U.K. for Racing Advice from the Developers Themselves

EGM®: Is it smarter to pit during a yellow flag, rather than green?

Psygnosis: In the event of a yellow flag it could be a good idea to pit. However, in the interests of gameplay the time taken for a yellow is short—so it's wise to pit only if you need to anyway.

EGM®: Any other information concerning secrets that gamers might need?

Psygnosis: There are many cheats available, most using special codes that are coded into the drivers' names. There are one or two other cheats that can be found using other methods...

EGM®: Will you get different endings/secrets if you do or don't use the steering and brake assists?

Psygnosis: No.

EGM®: Do you get more secrets if you race with the collision and flags on?

Psygnosis: No.

EGM®: Will you get different endings/secrets for playing on hard difficulty?

Psygnosis: Not directly. You will get different endings for finishing a championship in the top places.

EGM®: What do you think are the best tracks to learn the game on?

Psygnosis: Hockenheim and Monaco are best for learning to set up the car. Estoril is a good all-around circuit. Ad-Ring is good for braking, while Spa and Barcelona are good for learning to balance the throttle/thrust. If you have to learn all the circuits to get the best out of the game.

INTERLAGOS, BRAZIL



Circuit Length: 2.687 miles
Race Length: 71 Laps

This track has lots of long curves, and is known for sending drivers off the track. Config for cornering.

MONTREAL, CANADA



Circuit Length: 2.747 miles
Race Length: 69 Laps

The majority of this track is fast straightaways with some tight cornering. Set up for speed here.

ESTORIL, PORTUGAL



Circuit Length: 2.709 miles
Race Length: 70 Laps

This track has a huge straight away as well as many turns. Your car should have good cornering and moderate speed.

MAGNY-COURS, FRANCE



Circuit Length: 2.640 miles
Race Length: 72 Laps

This track has many hairpins and slow corners, so you'll want good handling here.

1996 Grand Prix Result

- Winner: Villeneuve (Renault)
- Winner's Time: 1:36:06.990
- Pole Position: 1 min 16.004 sec

1996 Grand Prix Result

- Winner: Hill (Yamaha)
- Winner's Time: 1:36:03.465
- Pole Position: 1 min 21.059 sec

1996 Grand Prix Result

- Winner: Villeneuve (Renault)
- Winner's Time: 1:40:22.915
- Pole Position: 1 min 20.330 sec

1996 Grand Prix Result

- Winner: Hill (Yamaha)
- Winner's Time: 1:36:28.795
- Pole Position: 1 min 15.989 sec

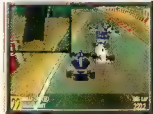
HANDLING THE ELEMENTS

The car handles very differently when it's not dry; therefore, to maintain a smooth drive, feathering the throttle and the brake becomes much more important. Also, learn to correct the car quickly when it begins to spin (see below):



1. To correct a spin, let go of the brake/gas—if you're going fast, brake slightly.
 2. Turn the wheel in the opposite direction you're spinning in.
 3. When your wheels catch, gently apply gas.
- Not all your races will be in the sun, so follow these tips for driving in adverse weather:
- Try using the **28/30mm brake discs**. These can give you more control over your braking, as the effects of these brakes are subtler.
 - Try **high downforce wing settings** to increase the grip between the car and the road.
 - And, obviously use **monsoon or wet tires!**

DON'T GET FLAGGED



You'll Get Black Flagged if You

- Cause a large accident.
- Persistently make contact with other drivers.
- Drive the wrong way.



You'll See the Black & White Flag If You

- Shunt other drivers.
- Drive unsportingly.

What About the Drivers? Each driver has his own personality. Teammates drive differently from one another in terms of behavior and ability, even though they may drive identical cars. (Example: Schumacher will have the edge over Irvine most of the time in the Ferrari.) However, when you opt to play as a driver, you become the defining factor as far as ability goes—the computer driver stats don't matter!



EGM?

Any advice for newer players?

Paynois: Practise! Use the Training Mode to learn where to get the most out of the circuits—listen to the commentators to help gain hints for driving the circuit. When the player has mastered the circuit layouts, the best way to get more out of the car is to start using the car setups and telemetry to tailor your car to the circuit's corners.

EGM: What advice will make the game more enjoyable for players who think it is too hard?

Paynois: For Grand Prix Mode, using the training options should help these players understand the circuit more. For beginners, it is useful to play with



features, the weak, fuel use, damage and flag off. Also, race in dry conditions while using the steer and brake assists. Practicing before competing in a race will also help familiarize the player with the circuit. If you've learned in Grand Prix Mode and use the shortcuts, don't be too afraid to go to EGM!

EGM: Any general information you think might be beneficial to gamers?

Paynois: The best car to start with in Arcade Mode is the Benetton because it's evenly balanced. Using the pit stops to maximum potential can be vital to winning races, so you should practice getting the fuel

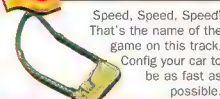
amounts you want and think about changing strategy during a race—especially with variable weather.

EGM: Is there any information you can give us—not in the instruction manual—that will aid players to learn how to drive better and win races?

Paynois: The instruction manual is pretty comprehensive, and everything you need is detailed in there. Turning the training racing line on in the race and qualify sessions will help learn the braking zones in a race situation, using the farthest corner viewpoint will help you learn the corners. Another thing that may help is to use a technique that real Formula One drivers use: When you find the point at which your braking zone starts, identify a landmark and use this as a signal to brake.

HOCKENHEIM, GERMANY

Circuit Length: 4.239 miles
Race Length: 45 Laps



Speed, Speed, Speed! That's the name of the game on this track. Config your car to be as fast as possible.

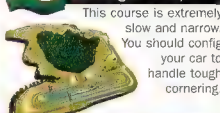
1996 Grand Prix Result

- Winner: Hill (Yamaha)
- Winner's Time: 1:21:43.417
- Pole Position: 1 min 43.912 sec



HUNGARORING, HUNGARY

Circuit Length: 2.465 miles
Race Length: 77 Laps



This course is extremely slow and narrow. You should config your car to handle tough cornering.

1996 Grand Prix Result

- Winner: Villeneuve (Renault)
- Winner's Time: 1:48:21.134
- Pole Position: 1 min 17.129 sec

MONZA, ITALY



Circuit Length: 3.585 miles
Race Length: 53 Laps

Your car should be geared for speed, and you should break into the corners early. This is one of the fastest tracks on the circuit.

A-1 RING, AUSTRIA



Circuit Length: 2.670 miles
Race Length: 71 Laps

This track has three long straightaways, but also has slow corners. Config for speed, but slow down early in the corners.

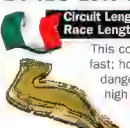
MELBOURNE, AUSTRALIA



Circuit Length: 3.294 miles
Race Length: 58 Laps

This is another course that runs fast. Set up your car to handle more speed, less cornering.

IMOLA, SAN MARINO



Circuit Length: 3.04 miles
Race Length: 83 Laps

This course runs pretty fast; however, it can be dangerous. Config for high speed, but slow down early into the corners.

1996 Grand Prix Result

- Winner: Schumacher (Ferrari)
- Winner's Time: 1:17:43.632
- Pole Position: 1 min 24.204 sec

1996 Grand Prix Result

- Winner: Mansell (N/A)
- Winner's Time: 1:18:44.898
- Pole Position: 1 min 23.357 sec

1996 Grand Prix Result

- Winner: Coulthard (Mercedes)
- Winner's Time: 1:30:28.718
- Pole Position: 1 min 29.369 sec

1996 Grand Prix Result

- Winner: Frentzen (Renault)
- Winner's Time: 1:31:00.673
- Pole Position: 1 min 23.303 sec

To call it a driving game is It's more like a flight



SONY



PLAYSTATION 2



PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. © 1997 Porsche Cars North America, Inc. Porsche and the Porsche Crest are registered trademarks of Dr. Ing. h.c.F. Porsche AG. © 1997 Sony Computer Entertainment Europe.

misleading. simulator.



PORSCHE



Not long ago, Porsche came to us to develop a driving game featuring their new Boxster[®] automobile. Needless to say, we accepted. So what do you get when you put a bunch of PlayStation[™] guys and Porsche guys in a room together? This: the opportunity to take a Porsche Boxster through open-road environments and onto tracks like Stuttgart and stomp on the accelerator until your heart begins to fibrillate. Just try to remember, it's only a game.

PORSCHE
challenge[™]



NEVER UNDERESTIMATE
THE POWER OF PLAYSTATION[™]

NASCAR 98

Steps to Easy Victories (Plus A Tutorial from NASCAR Racer Michael Waltrip)!!!

system
publisher
developer

PlayStation
Electronic Arts
EA Sports

strategy talk

EA Sports is probably better known for Madden and NHL, but the game maker has a new crop of games hitting shelves this holiday.

The newest franchise in EA Sports' cap is the NASCAR license, currently the fastest-growing spectator sport in the United States. NASCAR 98 is an ultrarealistic mirror of the real sport, with the actual drivers, cars and race tracks. While better as a pure simulation, this game also has an Arcade Mode for those merely looking for a fast racer.

This guide is unique because EGM² enlisted the help of NASCAR driving pro Michael Waltrip to give strategy on two oval tracks he's won on: Charlotte and Bristol. His real-life experiences translate nicely into the video game—a testament to NASCAR 98's realism.

Also coming out by year's end is PGA Tour 98, continuing the tradition of EA Sports' classic golf series. This guide has a few quick tips designed for those just getting into the game.

—EGM² Sports Addicts

strat-stats

ergasiophobia?

fear of work
asthenophobia?

fear of weakness
clinophobia?

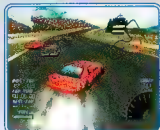
fear of going to bed
helminthophobia?

fear of worms
apeirophobia?

fear of infinity

Tips for Rookies

■ **Car Control:** Your car set-up plays a major role in how your car turns on the track. If you find that you're taking turns too high and hitting walls, you may need to let off the accelerator or brake sooner. In all racing modes, hitting a wall or an opponent slows you down more than the driver you hit!



The best view is the second behind-the-car view—it shows most of the track. The over-the-trunk view is good, too.



■ **Proper Car Setup at Bristol:** "Apply more wing and wedge and keep the gear ratio in the low-end," Waltrip says. "Your tires will lose traction on the [banks] if you don't set enough downforce."



■ **Car Options:** You have total control over the game's difficulty. Beginners can race with weaker opponents and more horsepower to learn the track.



Since Charlotte is so big, the starting order isn't a vital factor to beating the track.

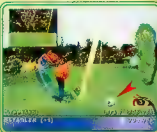
Starting order is vital on this small track—the traffic is incredible.



Bristol Motor
Speedway
533 mi./858 km

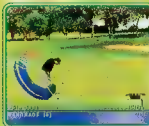
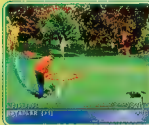
All About the Cars

Draw Technique



how the draw affects the ball's trajectory.
• **Check the Arc, Part II:** If you find that the Arc is getting cut off, it means the ball will hit an obstacle like a tree. So be careful!

• **Use the Draw:** It will help add yards to your drive. To turn draw on, press R1+Left on the D-Pad. A golf ball will appear on screen. Check the Target Arc to see



Putting

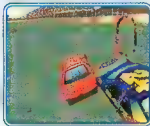
■ **The Challenge:** Putting is much harder than driving in this game. Always be conservative with the power meter. Also, move the flag to adjust for breaks in the green or how you time your power meter.

T Racing: It's possible to hold it wide open and get around the top of the track, but you've got to find the ideal line to run faster. If you start in 26th and you've got a good ear, you can move up through the field without worrying about" being lapped because the track is so large. Waltrip says.



■ **Qualifying:** Waltrip says push the car to its limits on this track; you can probably do well without braking at all. "Fly down into the corner and let off just for a second, then get right back on the gas again," he says. You can hit speeds close to 200 mph!

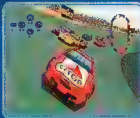
■ **Racing:** The small size of this track will force you to watch the two or three cars ahead. "If you're just thinking about the car in front of you... somebody a couple of cars up will have a problem, and you'll be right in the middle," Waltrip says.



■ **Qualifying:** The quick way around Bristol is to let off the accelerator a tick early and get in [the turn] easy, so that the car goes through the center of the corner at the bottom of the race track. "The real key at Bristol is getting the accelerator down in the middle of the corner and leaving it there all the way off the turn without losing any traction," Waltrip says.



■ **Proper Car Setup at Charlotte:** For the most part, speed is the name of the game at this large oval track. "Drop the wing and wedge, but not



too much—the corners still demand some downforce," Waltrip advises. "Adjust your gear ratio toward the high end and drive smooth lines."

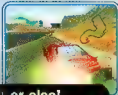
There's only one key to beating all the tracks in NASCAR '98, and that's finding the right line for every track—



1 Follow the...



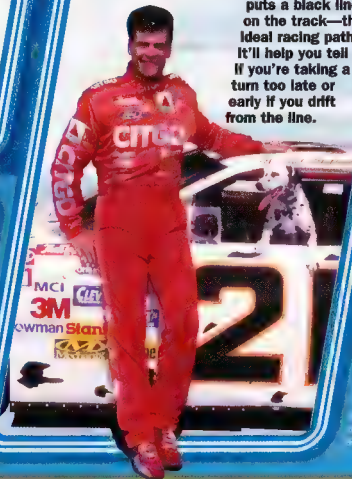
2) best line...



3 } or else!

To help you find that groove, turn

To help you find that groove, turn on the Best Line option, which puts a black line on the track—the ideal racing path. It'll help you tell if you're taking a turn too late or early if you drift from the line.



1) Alm left...



2) Slice right...



3 Still in play!



■ **Cancel That Slice:** If you find that you're consistently slicing the ball left or right, you can compensate for this by moving the target in the opposite direction before swinging. This cancels

the effect of your slice, although your drives won't go as far.

■ **Overdrive:** Go into the red area on the meter for extra power—but the meter will move faster as a tradeoff.

PGA TOUR

**Quick tips
So you can
truly beat your
sneeze.**

PICK A

(HEY, IT'S CHRISTMAS.)

"Tekken 2 is the best...no contest."

-Game Players August '96

"Tekken 2 is THE can't-miss PlayStation game of the year!" - Game Players September '96

"This game is a must buy for anyone who owns a PlayStation (novices and fanatics alike)." - PS Extreme September '96



鉄拳 TEKKEN 2

FIGHT.

PICK TWO.)

"Soul Blade heads the early list for best fighting game of the year." - GameFan February '97

"...no gamer should be without this: the most spectacular fighting game ever to grace a console." - GameFan March '97

"...it's simply the best 3D fighter on the PlayStation." - Video Game Advisor February '97



The ratings icon is a trademark of the Interactive Digital Software Association.



www.namco.com

namco

system
publisher
developer

PlayStation
Psygnosis
Psygnosis

strategy talk

This game is the flight challenge that armchair pilots have been looking for after finishing *Ace Combat 2*—and believe me, challenge is the right word to use here. No doubt about it, this game is hard. It makes you use all your skills and weapons to fulfill these missions.

The game itself is very pleasing to the eye. The graphics are really good and the sound is great. The control of the vehicle takes a little while to get used to—maybe about 30 minutes at most.

My guide picks up at about the second chapter. By this time, you should have a little feel of the game and know the ropes. The pain has just started though! Some of the levels are a bear to get through.

With each chapter I show a map. This map will try to cover the areas you will need to cover to finish the mission. The later levels have multiple maps so only one is shown, usually for the first mission.

—Scott "Ergasiophobia" Augustyn



AERIAL TACTICS

MISSILES

Use the homing missiles that you get to fire around corners. This is very helpful since the building can then take the brunt of return fire.



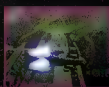
UPS AND DOWNS

A good way to dodge some of the heavier enemy fire, like laser blasts, is to use your hover capabilities and move up and down while shooting. It makes it harder to target but it just may save your life.



WINGMEN

The wingmen are a challenge to use but can be invaluable as an extra gun or to draw fire. Use them to occupy fire from the heavier targets so you can get a couple free shots on it.



FLY AHEAD

One of the best tactics to use—when you can (i.e., mission not timed)—is to fly ahead and check the dome. By doing this you can destroy enemies that would later cause problems or foil ambushes that would destroy a critical ground team.



THE HAVOC'S WEAPONS

CANNON



The cannon is your main weapon and can fire off many shots before needing to cool down.

ROCKETS



Rockets are strong multiple-fire weapons. They are unguided though and must be aimed.

IR MISSILES



IR Missiles pack a good punch but have poor maneuverability. Use it on targets in the open.

FIRESTREAK



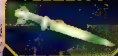
Firestreak missiles are very maneuverable and can even be fired when not facing the enemy.

STARBURST



Be sure to have an enemy in your HUD when you fire the starburst missiles. They fire in groups.

HYPER VELOCITY



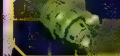
Hyper Velocity missiles fire in a straight line and do good damage on targets. Use it for quick attacks.

BOMBS



Bombs can be used for serious damage on stationary targets. Use the sight to see your target.

EPP



The EPP can be used to disable almost ANY craft. It has a slow reload rate though.

LASER



The Laser weapon does fairly heavy damage but heats up really fast. Make every shot count.

PLASMA LAUNCHER



You must charge the Plasma launcher in order for it to fire. Charge before a battle.

strat-stats

time to complete:

60 hours

challenge:

hard

PC better?

yes

also see:

Ace Combat 2,
Black Dawn

EGM

G-POLICE



This killer game for the console will also be ported over to the PC. From what was seen at the E3 convention, this version looks absolutely killer with a 3Dfx card. The horizon is farther out, allowing you to see more, and the detail has gone way up. This should give even more of a feel of flying to the PC gamers. Not sure how the control will work yet. Keep an eye out for this one though.

CHAPTER 2



MISSION 6

Right from the launch move quickly to the next dome. When attacking the robots use missiles when you can and dodge with the up and down hover. When you go back to fight the robots outside of GPHQ take it slowly. Take on one of the robots at a time. Don't trigger all of them or you will die.

PRIMARY OBJECTIVES

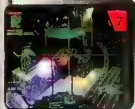
- Destroy all robots

SECONDARY OBJECTIVES

- Minimal damage to all areas attacked

MISSION 7

Fighters are the pain in this mission. Use your missiles and your cannons to take them out quickly. When you hit the shuttles with the EPP stay around them. You will need to stay close to protect them.



PRIMARY OBJECTIVES

- Disable/Protect shuttles in Tindr dome
- Disable/Protect shuttles in Nar dome

SECONDARY OBJECTIVES

- Disable and protect shuttle escort unit
- All Shuttles survive

MISSION 8

This mission is not too hard and you can probably handle it with just cannons. The more dangerous threat will come from the ground and you should stay low and charge them. Take the fighters out with missiles again.



PRIMARY OBJECTIVES

- Destroy Gang Bikes
- Protect the yard from a continued attack
- Destroy gang base

SECONDARY OBJECTIVES

- All Yard Buildings survived

MISSION 9

This mission is hard. The major threat comes from the turrets on the train. Carefully aim and take them



PRIMARY OBJECTIVES

- Collect three bombs and dispose of them
- Destroy train

SECONDARY OBJECTIVES

- All three bombs dropped in safe area

MISSION 10

To easily destroy the gunboat you will have to attack it from above. Hover up and shoot down at it and you will complete the mission.



PRIMARY OBJECTIVES

- Destroy the gunboat

SECONDARY OBJECTIVES

- None

CHAPTER 3



PRIMARY OBJECTIVES

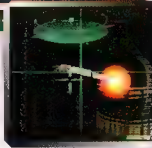
- Destroy Cruise Missile
- Destroy Missile Launch site

SECONDARY OBJECTIVES

- Protect Bomber Group Xi

MISSION 11

Quickly fly to the next dome and shoot down the cruise missile with your cannons or a couple of missiles. Then protect the bombers and destroy the fighters attacking them. After that, move your attention to the missile launcher and its escort. Starbursts work well in this area.



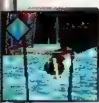
MISSION 14

You will be assaulted by wave after wave of fighters in this mission. Save your missiles for the gunboat that you will have to attack. Try to stay close to your ground team so you can protect them from enemy fighter fire.



MISSION 13

Your target here is the siege guns. Take them out in the first dome then use your missiles to take out the gunboat.



After that there will be another wave of siege guns with a APC escort.

PRIMARY OBJECTIVES

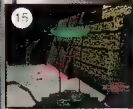
- Protect research center
- Destroy Siege guns
- Destroy Gunboat
- Destroy Siege guns

SECONDARY OBJECTIVES

- Protect all buildings

MISSION 15

You will need to protect the ground team again. You will have to be quick with the fighters. Watch the front of the HQ; there will be several turrets and fighters swarming the front. EPP the officials. Kill the Nanosoft fighters.



PRIMARY OBJECTIVES

- Download data from Krakov Headquarters
- Protect ground team Epsilon
- Destroy Nanosoft fighters

SECONDARY OBJECTIVES

- EPP Krakov Officials

MISSION 12

Once again you have to kill a lot of fighters in this mission. Use missiles. The challenge comes when you have to destroy a mining robot.



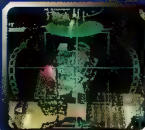
PRIMARY OBJECTIVES

- Protect Nori dome
- Protect Rigr dome
- Protect Ottar dome

SECONDARY OBJECTIVES

- Protect all buildings

CHAPTER 4



MISSION 16

This mission will test your patience. You will be forced to fly back and forth between two different domes when trying to defend the barracks and residential buildings. Quickly take out fighters so they are less of a threat later. You will be attacked by two gunboats though so be ready for it.

MISSION 17

You will have to watch for the greatest threats in this mission. Take out the bombers and laser-equipped weapons first to minimize damage. Quickly grab the explosive device and quickly ditch it somewhere.



PRIMARY OBJECTIVES

- Protect Uplink Bavorr
- Protect Uplink Dia
- Protect Uplink Goll
- Protect Uplink Kari

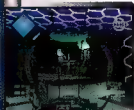
SECONDARY OBJECTIVES

- Destroy patrol in Fulla dome
- Destroy patrol in Buga dome

MISSION 18

The key for this is to be sure to get the supplies and drop them to the stranded patrol.

You will then have to be a babysitter for a little while until the patrol gets back to base. Then go around and destroy the fighters and base.



PRIMARY OBJECTIVES

- Four GP patrol must survive
- Re-arm with supply pod
- Destroy the base and its defenses

SECONDARY OBJECTIVES

- Destroy fighters in Dia
- Destroy fighters in Bavorr

PRIMARY OBJECTIVES

- Destroy fighters
- Destroy gunboats
- Destroy bombers
- Destroy auto-tanks

SECONDARY OBJECTIVES

- Four Residential buildings survive
- All Barracks survive
- Destroy Nanosoft patrol

MISSION 19

Again you have to protect the ground team. Attack those airborne attackers as quickly as possible to deter them from being able to destroy your team prematurely.



PRIMARY OBJECTIVES

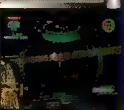
- Capture power station
- Destroy all fighters
- Destroy turrets
- Destroy freighter
- Keep Air trans and one GP unit alive

SECONDARY OBJECTIVES

- None

MISSION 20

There are a lot of ground targets to tackle in this mission. Try to take out the bridges when there are enemy units on them; this will crush them as well.



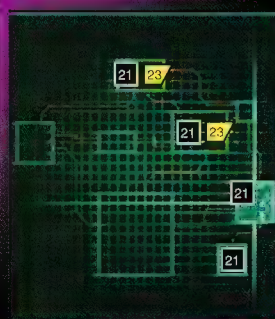
PRIMARY OBJECTIVES

- Destroy anything that comes up as a target

SECONDARY OBJECTIVES

- All GP ground units must survive
- Destroy two crate transports

CHAPTER 5



MISSION 22

A great air battle will occur between three domes in this mission. Do not leave a dome until you have cleared the one you're in.



PRIMARY OBJECTIVES

- Secure Mera dome
- Secure Grmr dome
- Secure Noma dome

SECONDARY OBJECTIVES

- Destroy transport group

PRIMARY OBJECTIVES

- Destroy all power nodes
- Deploy flare in Saraka dome
- Protect command truck

SECONDARY OBJECTIVES

- All ground team survives
- Total clear up

MISSION 23

Once again you must ensure the protection of your ground team in this mission. Concentrate on the ground targets for the start of this mission and then hit the air.



PRIMARY OBJECTIVES

- Escort ground team
- Protect Heavy transport
- Destroy Nanosoft forces

SECONDARY OBJECTIVES

- Disable escaping officials
- All ground team survives

MISSION 21

Ground targets are your priority in this mission. You must protect your command truck and ground team from attack. After they have been defended you must destroy three power nodes. After destroying one you will get access to the next. The final dome will be a great battle so re-arm prior to it.



MISSION 24

The high priority for this mission is to destroy the comm. towers. You can kill the forces for the secondary objective. After destroying the comm links then you can clean up the rest of the forces or leave the dome.



PRIMARY OBJECTIVES

- Destroy comm links
- Destroy main comm link

SECONDARY OBJECTIVES

- Destroy all defenses

MISSION 25

Fight off the wave of fighters quickly with missiles. Then weaken the compound before dropping a beacon. After that protect the ground team. Re-arm for the gunboat counter-strike that will be launched at you.



PRIMARY OBJECTIVES

- Deploy beacon in Lodurr
- Escort ground team
- Defend Base
- Escort bombers

SECONDARY OBJECTIVES

- None



"ONE OF THE MOST
IMPRESSIVE-LOOKING
GAMES OF THE YEAR!"
-PSX SEPT. '97

Available Now!



Nov 27, 2029

Meet your new co-workers.

Welcome to Section 9 – a crack team of high-tech covert operatives. This is no ordinary desk job, rookie. Your new superiors aren't entirely human, and they expect you to learn fast. Don't forget the donuts...

- ✓ Plug into a wired world based on the hit feature film and comic book.
- ✓ Pilot a "Fuchikoma" tank through 12 huge 3-D search & destroy missions.
- ✓ Use its unique "go anywhere" capabilities to navigate floors, walls & ceilings.
- ✓ Brief yourself with over 10 minutes of original, theater-quality animation.

Visit your local retailer or call
1-818-891-1310 for orders only.

www.thq.com

© 1997 Sony Computer Entertainment Inc. All rights reserved. Ghost in the Shell is a registered trademark of Science Fiction. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.



GHOST IN THE SHELL®



Look for the Ghost in the Shell Special Edition
movie, now available on DVD!

CHAPTER 6

MISSION 27

Straightforward gun fest. Take out the most dangerous units first, like bombers and laser-equipped craft. Use your wingman.



PRIMARY OBJECTIVES

- Destroy all fighters
- Destroy all bombers
- At least four GP units survive
- Destroy gunboats

SECONDARY OBJECTIVES

- At least six GP units survive

PRIMARY OBJECTIVES

- At least two base units must survive
- At least one heavy transport must survive
- Destroy all Nanosoft units

SECONDARY OBJECTIVES

- All GP units must survive

MISSION 28

For this mission be sure to clear out the area as much as you can before you deploy your ground force.

This will take a little pressure off of you on defending them.



PRIMARY OBJECTIVES

- Destroy all Nanosoft forces
- Destroy power station turrets
- Protect heavy transports
- At least one GP unit survives

SECONDARY OBJECTIVES

- At least two GP units survive

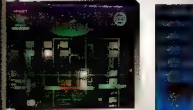
MISSION 26

Quickly destroy the power node to open the way to the next dome. Be ready for a serious fight when you go through the tunnel. Take out the enemy base as quickly as possible. Drop the beacon when instructed, then stand guard around the mobile base until it's set.



MISSION 29

This mission will give you a little bit of a twist to what you're used to. Take it slow. Identify the targets when you can and avoid contact with any of them. Keep your distance and avoid the radar.



PRIMARY OBJECTIVES

- Scan all Nanosoft forces
- Escape dome with data
- Stay below 70M

SECONDARY OBJECTIVES

- None

MISSION 30

This will be one tough battle. Take it slow and stay close to your other units. Use them to take hits and fire at foes. Use your firepower to destroy the main building and destroy the supporting fighter cover.



PRIMARY OBJECTIVES

- This is another mission where you should just destroy anything you can target

SECONDARY OBJECTIVES

- None

CHAPTER 7



MISSION 31

This mission will require you to scan multiple targets and restore peace. Be sure to keep an eye on your objectives so you know who to kill and who to scan. When you are later told to destroy the transport you previously scanned, be sure to rush over to it and take care of it—or you will fail the mission.

PRIMARY OBJECTIVES

- Apprehend suspects
- Inspect all vehicles
- Destroy all attacking craft
- Track freighter

SECONDARY OBJECTIVES

- Apprehend with EPP

MISSION 32

Before you drop the beacon to call on the ground team be sure to secure and scan the area. Use your in-flight map to locate some of the enemy targets that will attack your ground troops.



PRIMARY OBJECTIVES

- Locate warehouse and drop beacon
- Provide air support
- Escort Transport to GPHQ

SECONDARY OBJECTIVES

- None

MISSION 33

Take out the enemy fighters as quickly as you can. Be sure to take out the enemy radar and turrets as well so you can get a jump on the enemy weapons factory later. Hit the power source, then attack the enemy fighters.



PRIMARY OBJECTIVES

- Destroy weapon factory
- Destroy power stations
- Destroy fighters
- Proceed to Cobral dome

SECONDARY OBJECTIVES

- Destroy early warning system
- Destroy Supply ship

MISSION 34

It's a babysitting mission again. Watch over your ground team and be ready for attacks by the bridge and from a large enemy force on the other side of the dome.



PRIMARY OBJECTIVES

- Provide support for ground teams
- Destroy power nodes
- Destroy Ricardo

SECONDARY OBJECTIVES

- Ground team Delta's complete survival

MISSION 35

Be sure to get the bomb before you enter into the ship. Destroy the nodes to get access to the core. Fire and move away from the blast.



PRIMARY OBJECTIVES

- Destroy craft
- Get bomb
- Locate and destroy main core
- Escape ship

SECONDARY OBJECTIVES

- None

Sometimes you'd feel better if you could just shoot every damn thing in sight.

(BUT THEN THERE'S THAT DEATH PENALTY THING.)

Time to kick and land, pal. Straight from arcades everywhere, here comes Madman Force. It's you against shake-terrorists and you control the body count. You'll board helicopters, ATVs, underwater vehicles and shoot literally everything in sight. Gun down dinoballs on three completely different missions. Blast your way into more than 20 secret rooms (three times as many as Area 51) and blow everything away with extreme prejudice. With Madman Force, there's no such thing as too much firepower. Go ahead, pull the trigger!

MAXIMUM FORCE

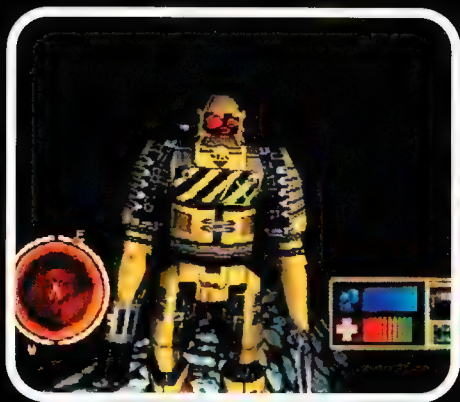
PULL THE TRIGGER

BESIDES DANGER
AND INTRIGUE,
**TREASURES
OF THE DEEP**

OFFERS SOMETHING
THAT'S BEEN LACKING
IN ACTION/ADVENTURE
GAMES.



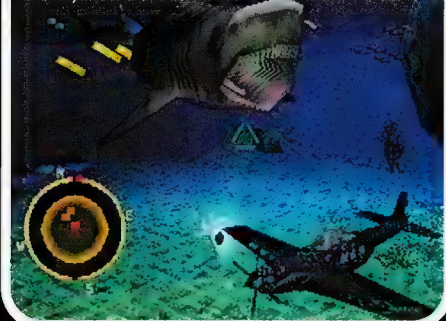
What's the missing ingredient from action and adventure games? Salt water. *Treasures of the Deep™* places you in the role of Jack Runyan, ex-Navy Seal. Your global treasure trek whisks you from the shark-infested Great Barrier Reef to the foreboding abyss of the Mariana Trench. You'll utilize lethal high-tech weaponry and submersibles as you explore sunken ships, battle sea monsters and thwart terrorists. Grab your scuba gear. It's time to dive into danger.



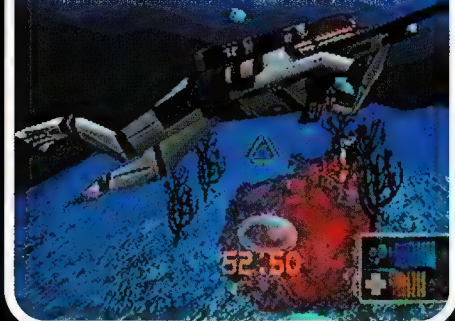
Your underwater hardware is 100% high-tech: robotic vehicles, homing torpedoes and heat seeking mines are all at your disposal.

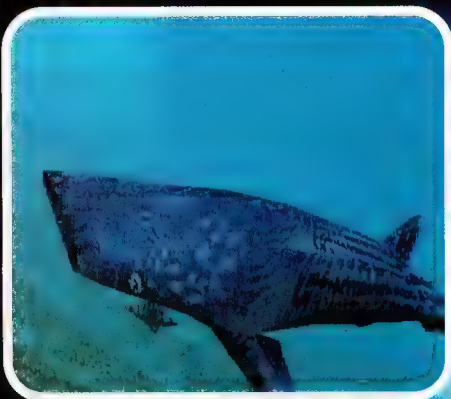
ACTION AND

14 treasure-hunting missions, including Antarctica, the Bermuda Triangle and the sunken Aztec ruins off the Yucatan Peninsula.

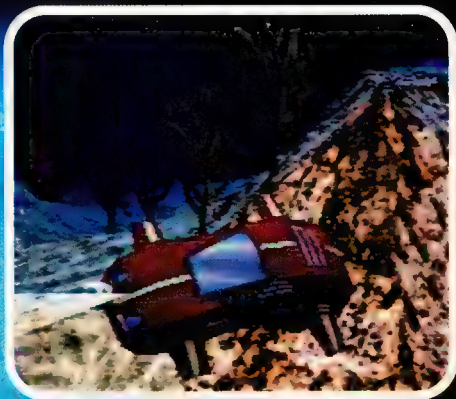


Blow up enemy subs, battle stealthy frogmen assassins and spear voracious sharks before they snack on your snorkel.



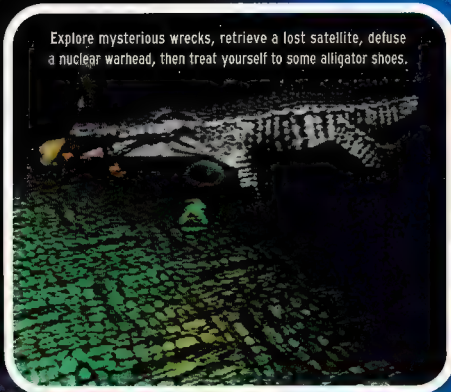


The most striking 3-D world in all of game-dom. Beautiful sea creatures propel themselves with polygon perfection.



Pilot 4 state-of-the-art submarines. Amass your fortune and trade up from a USN RV-1 mini-sub to a deadly Viper attack sub.

ADVENTURE.



Explore mysterious wrecks, retrieve a lost satellite, defuse a nuclear warhead, then treat yourself to some alligator shoes.

TREASURES OF THE DEEP

THIS TIME, YOU'RE IN OVER YOUR HEAD.



namco

WWW.NAMCO.COM



and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

Croc



system
publisher
developer

**PlayStation
Fox Interactive
Argonaut**

strategy talk

Croc is Super Mario 3D, pure and simple. The game is almost identical to the N64 game. Is this good or bad? Well, since SM64 was the closest thing to flawless in its time, it's a hard act to follow. There are problems with the engine, such as not being able to look up at all, the control's non-responsive (which is fixed with an analog) and a few others. But it does have its high points. Croc's graphics are pretty crisp. There are a ton of enemies—some of which are pretty darn cool, such as the guys who are on fire and also a ton of "interactive elements" you have to interact with to beat the game. In the manual it states that you have two friends, Wutha Wutha and Balloon Man. However, you only ride Wutha once and use Balloon Man two or three times. The colored gems are sort of a pain in the butt because some of them are not a color until you touch them. So, if you don't have access to an N64, this is your game.

—Mark

"Xenophobia" Hain

strat-stats

challenge: **moderate**
number of levels: **roughly 45-50**
cute? **yeah**
Mario clone? **ohhhhh yeah**
time to complete: **3-4 hours**



ABILITIES



ATTACK
The standard attack is still reliable. It seems that the best way to use it is in conjunction with a jump. If you jump, knock the attacker, you'll take him out without a problem.



STOMP
By pressing jump while jumping through the air, you'll do a stomp. This is extremely helpful for characters who are hard to hit straight out. It is also necessary for some characters who you can't kill head-on.



MONKEY
At times you'll find what looks like a grate. By jumping underneath the grate, you can grab a hold of it and use it like monkey bars. Watch out—some times there are enemies stomping on the grate.

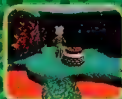


SWIM
You'll sometimes come to what looks like a dead end with nothing but a pool of water. You can actually jump in the pool. Press X to swim and hold it down to paddle.

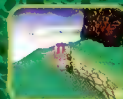


CLIMB
This is VERY important. Look for holes or jagged rocks or walls. You'll be able to climb to different levels where you'll probably find access to a gobbos or a gem. You will not finish with all items unless you climb.

INTERACTIVE ELEMENTS



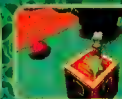
PIPE
Sometimes finds entrances to caves.



GELATIN
Bounces you really high.



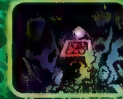
GOBBOS
Must have six to finish a level.



SWITCH
A switch might make platforms.



BALLOON
Will take you to hard-to-reach areas.



ITEM BOX
Smash item boxes for special stuff.



COLOR GEM
There are five colored gems per level.

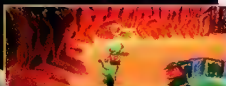


BALLOON MAN
Use to blow up locked doors.

There are over a dozen items you use throughout the game. Most of those listed help you a lot. To get to the Crystal Island, you need to collect all the gobbos and collect all the gobbos you need to finish the game. That's where this guide comes in. All gobbos and gems are located, and where to blow up doors or where to find the screen reader.

360-DEGREE CONTROL

One thing you'll most definitely want when playing Croc is an analog joystick. It makes the gameplay like Mario 64, but quite a bit tighter when running around. The right analog controls the views which itself helps the game immensely.



JUNGLE ISLAND

GOBBOS



1. On top of the pipe in the first room.
2. On box in second room. 3. In first cave at end of room 4. In last regular room to the right on top of platform. 5. In pipe where worm is. 6. In gem room right by going.



1. In the first pit. 2. In the first box under the stairs. 3. In the cage at bottom of stairs, need gold key at top of stairs. 4. On platform in fourth room. 5. In last room right past lava. 6. At bottom of stack of boxes.



1. Pipe in first room: must follow box gobbos' under. 2. In box by switch in Room 2. 3. In cage on platform. 4. Step on arrow to pop enough sheep to get gobbos.



1. In box in first room. 2. Sitting out in open. 3. Use platform to move to all boxes and break them. 4. Sitting out in the open in second cave. 5. On platform in last area. 6. First box—use stomp, but let go of button quickly and press Forward.

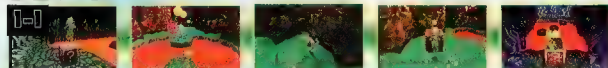


1. Move box to press switch—jump on platform. 2. On platform. 3. In the box in the cave. 4. In cage: need silver key. 5. On platform in lava. 6. In cage, will get key when drop off highest box.

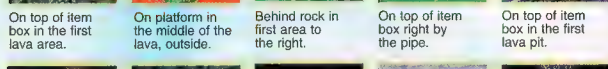


1. In first area right by lava. 2. In box in cave. 3. On grass after exiting cave. 4. On high landscape area. 5. In last area before gem door. 6. In the water at the end of corridor.

GEMS



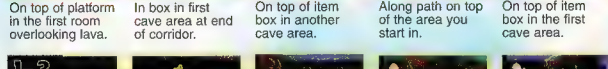
1-1 On top of item box in the first lava area.



On platform in the middle of the lava, outside.



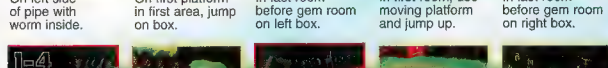
Behind rock in first area to the right.



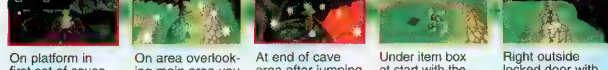
On top of platform in the first room overlooking lava.



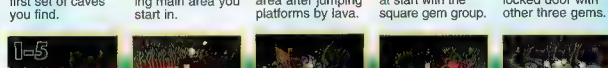
In box in first cave area at end of corridor.



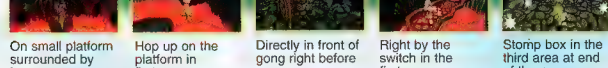
On top of item box in another cave area.



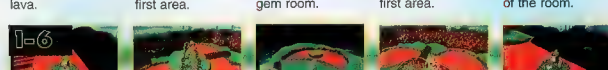
Along path on top of the area you start in.



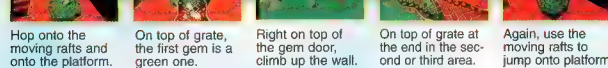
On top of item box in the first room, use moving platform and jump up.



In last room before gem room on left box.



Directly in front of gem room. Right by the switch in the first area.

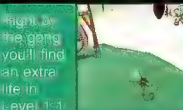


On top of grate at the end in the second or third area.



Again, use the moving rafts to jump onto platform.

EXTRA LIVES/KEYS



Right in the gang, you'll find an extra life in Level 1-1.



You'll also find an extra life in the lava pit in Level 1-1.



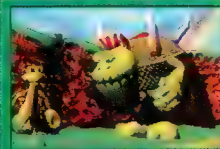
In Level 1-2 an extra life is on the platform in the 2nd room.



Silver key at top of stairs on platform Level 1-2.

Look for an extra life in Level 1-3 in the cave area sitting right out in the open. Extra lives are necessary to finish the game.

PUZZLE PIECE / MID-BOSS



This Boss is really a joke. Run away from him, then when he's wheezing, smack him.



1-3 is a pretty simple level for a puzzle piece. There are extra lives at the end.



1-3 is a pretty simple level for a puzzle piece. There are extra lives at the end.

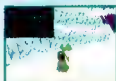


When you're going through 1-3, you'll find a gold key. Before you grab the puzzle piece, open the locked door and snag some free guys.

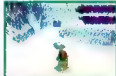
ICE ISLAND



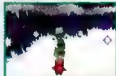
The first goblin can be found in the first area in a box.



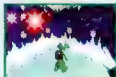
The second goblin is on the grates inside another box.



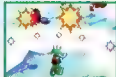
Goblin #3 is in a cave area right out in the open; easy to find.



The fourth goblin is in the fourth room. Look for him in the open.



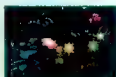
Goblin #5 is tough since the ground is very slippery.



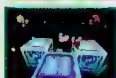
Goblin #6 is at the end of a long ice path; once again it's slippery.



Right at the beginning, goblin #1 is on the far platform.



In the second room, the next goblin is on the far island.



Goblin #3 is in a box in the upper level of the third area.



Out in the open, you'll find the fourth goblin next to the item box.



Goblin #5 is directly to the left of the gem door.



Once again, the last goblin is right next to the gem gong.



Goblin #1 is obviously placed in the corner in the open.

In the area with four similarly placed boxes, there is a goblin.

The third goblin is in a box in another outside snow area.

Goblin #4 is on a platform overlooking the third open snow area.

The fifth goblin is on the edge of a large precipice in a box.

To get the gem goblin, you have to play the "pot" game.

In the same room you start in, you'll find the first goblin on the other side.

Goblin #2 is in the pile of boxes next to the locked door.

Another game involving arrows and "popping" jumping penguins.

Kind of tucked away in the corner of the second cave is goblin #4.

Right at the edge of the scary blue water is the fifth goblin.

Goblin #6 is in a box in the middle of four big worms. (Easy to avoid.)

GOBBOS

You start in a cave, and the first goblin is nearby in the open.



This is weird—the goblin is under a moving box. Jump on it to stop it.



Goblin #3 is on an ice platform. The trip here is a little dangerous.



In the area with several small platforms, make your way to a box.



Goblin #5 sits on a round platform. It is not very difficult to find.



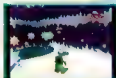
You'll have to hit a switch to make platforms where the goblin sits.



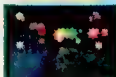
In the room with the four switches, you'll find a goblin in a box.



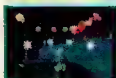
The second goblin is found in the second room in a box as well.



In the first cave area, you'll find a goblin waiting on the other side.



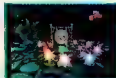
The fourth goblin is out in the open in another cave area.



In the open in the last area you'll find the fifth goblin.



The last goblin is pretty easy to find—at the end of the cave area.



GEMS

1. In the group to the right of the locked door. 2. On a grate in the second area. 3. Right in the corner of the third room. 4. Monkey your way to the end for green. 5. Again, monkey right by the gem door.



1. Right before the yellow gear in the second area. 2. On the upper level of the first area. 3. On top of the grates. 4. In the corner of the fourth area with other. 5. On a small platform near the gear.



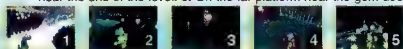
1. On the corner of the outside snow area. 2. In the first cave area in the open. 3. On a slippery area hard to get to in Area 3. 4. In a box on the outside of the fourth outdoor area. 5. Right outside the locked door.



1. Right near the item box in the first area. 2. Outside near the switch. 3. Outside the third area. 4. In a box in the other corner of the third outside area. 5. On top of an item box in the second cave.



1. On top of where you start. 2. In the first indoor cave area. 3. The purple is up in the air of the second cave area. 4. On a breaking platform near the end of the level. 5. On the far platform near the gem door.

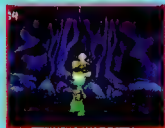
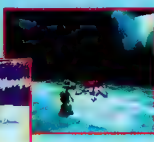


1. In the line of gems in the first area. 2. Right outside of the first indoor area. 3. On a platform in front of an item box in the second cave. 4. Right outside of the locked door. 5. Right above the gong.

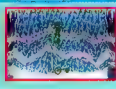


PUZZLE PIECE / MID-BOSS

The baron, still bored as hell, stops an upright mammal this time and attaches a rocket pack to him and sends him on his way. The Boss from 2-B1 sputters around over you and tries to land on top of you. Stomp him when he misses.



The puzzle piece on level 2-S1 is really easy to get to. Follow the linear path right to it.



On level 2-4, there is a secret area that gives you five lives! Keys are scarce in ice.



EXTRA LIVES/ KEYS

Includes the drop-dead **RESIDENT EVIL 2** interactive demo.
PLUS A \$5.00 COUPON towards its purchase.



Now You Can See Resident Evil Through The Director's Eyes.

Experience the director's original horrific vision. Presenting **RESIDENT EVIL DIRECTOR'S CUT** - the uncensored, unrelenting version of the CONSUMER'S CHOICE OVERALL "BEST-PLAYSTATION GAME." Substantially enhanced with frightfully graphic footage, alternate camera angles and new levels of difficulty. Resident Evil Director's Cut. It's a sight for sore eyes.

SEARS
**\$10
OFF**

Offer good Oct. 15 through Nov. 30, 1997. \$10 off Capcom's Resident Evil Director's Cut for the Playstation game console.



R5770218#1000

FUNTRONICS

**\$10
OFF**



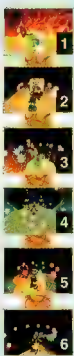
CAPCOM

www.capcom.com

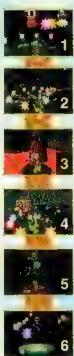
Good for \$10 off any Sears Funtronics dept. purchase must be exceeding \$10. Valid Oct. 15 through Nov. 30, 1997 only. Offer not good on highway balances, gift certificates or credit card payments. Not redeemable for cash. Not valid with other coupons or offers. Limit one coupon per transaction; one per customer. Void where prohibited by law. Cash value .0001. ©1997 Sears Roebuck and Co. Satisfaction guaranteed or your money back.



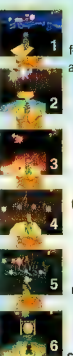
1. Right in the area you start in.
2. On top of the grate in the second room.
3. On top of a platform in the third room.
4. Right outside the door of Area 3.
5. In the corner of



1. In the open of first area.
2. Right by an item box in Area 2.
3. On a small platform in Area 3.
4. In the water area in the open.
5. On the poorly lit platform in last area.
6. Bonus



1. In the dark first room on the platform.
2. In a box in the second room.
3. On last lava platform.
4. On the upper level next to other boxes.
5. Must monkey to



1. On the small platform in first area.
2. On blue platform in front of second area door.
3. Small platform in third room.
4. Small platform in box in fourth room.
5. In box right outside gem door.
6. Race the



1. On blue platform in first area.
2. Still in the first area on another platform.
3. On second platform in second area.
4. On platform in second outside area.
5. Race...again.



Area 3. 6. Bonus race against ghost.

race against ghost, grab the key first!

end then drop. 6. Yet another race.

ghost—check all paths, there ARE shortcuts.



1. In the first area near the first green pool.



3. In a four-way door area on platform.



4. Use directed platform to make your way to goblin.



6. Ghost race, lots of broken platforms here—keep jumping!



1. In the first area near the first green pool.



3. In a four-way door area on platform.

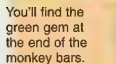
4. Use directed platform to make your way to goblin.

6. Ghost race, lots of broken platforms here—keep jumping!

ghost—check all paths, there ARE shortcuts.



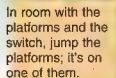
Blue gem is on broken platform on path to indoor Room #1.



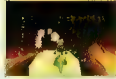
Dropping once again, you'll fall right into the green gem.



In a decent drop, the next gem has to be landed on your first try.



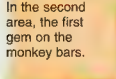
In room with the platforms and the switch, jump the platforms; it's on one of them.



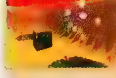
One of the three platforms over the nasty painful mud water.



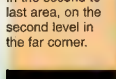
In the first area you start in, the blue gem is in the corner.



In the second area, the first gem on the monkey bars.



In the desert corridor directly over one of the green pools.



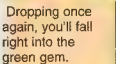
In the second to last area, on the second level in the far corner.



On the broken platform right near the gem door.



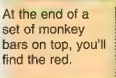
On breaking platform, you have to jump and grab the gem and jump off.



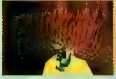
Dropping once again, you'll fall right into the green gem.



In the water, right next to the electric gate. Don't hit the gate!



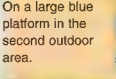
At the end of a set of monkey bars on top, you'll find the red.



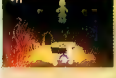
Yellow is on a small platform over a large pit right by gem door.



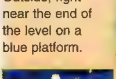
The blue is found on a small platform near the pipe in the second area.



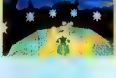
On a large blue platform in the second outdoor area.



In the second indoor area, on a set of broken platforms.



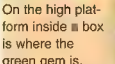
Outside, right near the end of the level on a blue platform.



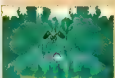
Same outdoor area, on the other side on a blue platform.



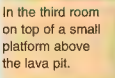
Inside the second room, right next to the large lava pit.



On the high platform inside a box is where the green gem is.



The purple gem is at the end of the corridor in the water pool.



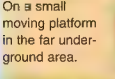
In the third room on top of a small platform above the lava pit.



In the same room as the gem door around the corner up the hill.



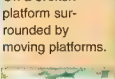
In the dark area using the light jar, you'll be able to see the blue gem.



On the top of the hill in the far corner, the purple gem is hidden.



On a broken platform surrounded by moving platforms.

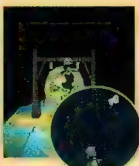


Outside on the upper level on the far side from the gem door.

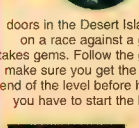


Same outdoor area, on the other side on a blue platform.

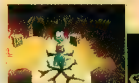
EXTRA LIVES/KEYS



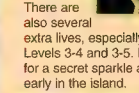
There are several keys thrown throughout the level, however they are not hard to find.



The gem doors in the Desert Island are all on a race against a ghost who takes gems. Follow the gems, just make sure you get the key at the end of the level before he does or you have to start the level over!



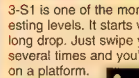
There are also several extra lives, especially in Levels 3-4 and 3-5. Look for a secret sparkle area early in the island.



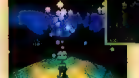
There are also several extra lives, especially in Levels 3-4 and 3-5. Look for a secret sparkle area early in the island.



3-S1 is one of the more interesting levels. It starts with a long drop. Just swipe your tail several times and you'll land on a platform.



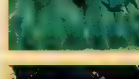
3-S1 is one of the more interesting levels. It starts with a long drop. Just swipe your tail several times and you'll land on a platform.



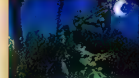
3-S1 is one of the more interesting levels. It starts with a long drop. Just swipe your tail several times and you'll land on a platform.



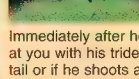
3-S1 is one of the more interesting levels. It starts with a long drop. Just swipe your tail several times and you'll land on a platform.



3-S1 is one of the more interesting levels. It starts with a long drop. Just swipe your tail several times and you'll land on a platform.



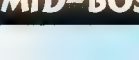
3-S1 is one of the more interesting levels. It starts with a long drop. Just swipe your tail several times and you'll land on a platform.



3-S1 is one of the more interesting levels. It starts with a long drop. Just swipe your tail several times and you'll land on a platform.



3-S1 is one of the more interesting levels. It starts with a long drop. Just swipe your tail several times and you'll land on a platform.



3-S1 is one of the more interesting levels. It starts with a long drop. Just swipe your tail several times and you'll land on a platform.

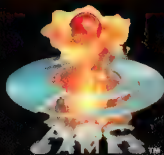
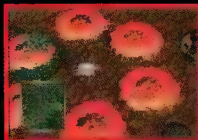
PUZZLE PIECE / MID-BOSSES

MASS DESTRUCTION



Don't just sit there...

SHOOT!



Mass Destruction™ is a trademark of BMG Interactive International, a unit of BMG Entertainment. ©1997 NMS Software, Ltd. ASC Games™ is a trademark of American Softworks Corporation. ©1997 American Softworks Corporation. Mass Destruction™ is developed by NMS Software, Ltd. The NMS logo is used under license from BMG. BMG is a trademark of BMG Music. PlayStation™ and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc. Windows® 95 is a registered trademark of Microsoft Corp. Sega™ and the Sega Saturn™ logo are trademarks of Sega Enterprises, Ltd. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.



With the most accurate gun available for the PlayStation console, Time Crisis is a can't-miss proposition.



Hey kids. Get one free in specially marked boxes of Time Crisis.



Time Crisis® is © 2000 Namco, Inc. All Rights Reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. The robot icon is a trademark of the International Game Machine Association. Photo of Time Crisis and enhanced 3D view from play's the software to make people more aware.

namco

TIME CRISIS



Presenting a shooting game so intense it comes with it's own weapon. Time Crisis includes the formidable firearm



pictured here, the original award-winning arcade shooting

game, plus a whole new shoot-fest specifically created for the

PlayStation™ console. Full 3D

polygon environments surround you with full 3D polygon enemies.

Multiple modes include Story,

Arcade and Time Attack, plus

multiple endings. Blast away and

duck for cover as you exterminate the

criminal element in a variety of hidden

zones. It's fast. It's frenzied. It's shoot first

and do the chalk outline later.



DESIGNED FOR THE NEW PLAYSTATION 2
THE GUNCON GUN

**THE MOST
ACCURATE
GUN ON THE
PLAYSTATION
CONSOLE!!!!!!!**



namco®

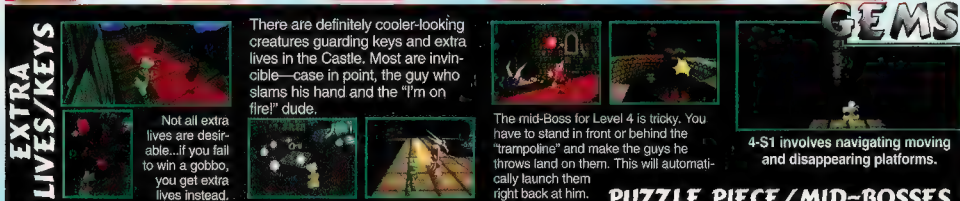
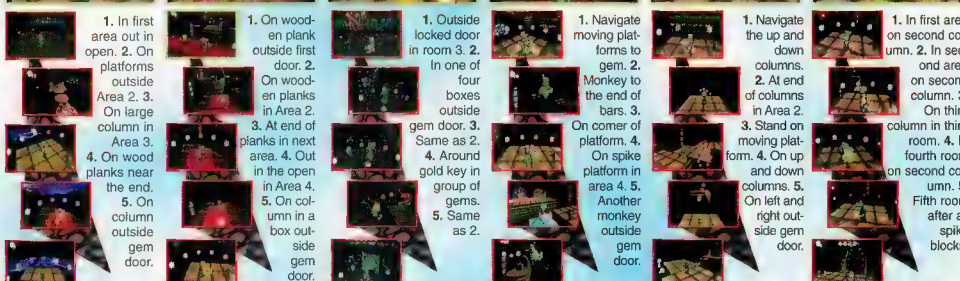


www.namco.com

TIME CRISIS™ & © 1995, 1996 Namco Ltd. All Rights Reserved. Production and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Photos of Time Crisis gun reproduced to look more story. No copyright or game violence were used.

CASTLE ISLAND

GOBBO



PUZZLE PIECE / MID-BOSS

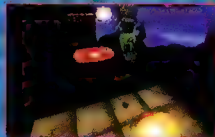
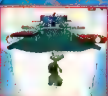
CRYSTAL ISLAND

ed on the Crystal Island as well. You walk from an ice atmosphere right into fire. There are also no where near the amount of levels as there

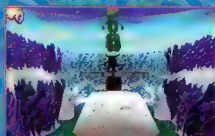
edves where the jongs are and the each one as fast as you can.

Crystal Island holds some of the toughest levels Croc has to offer. There are only three in the top ten, but how? First of all, the Crystal Island is really not a bonus island. There are no achieve or colored gems to gather, just normal gems. These levels are also pretty hard. There are a ton of the great Dantini's around. The levels look somewhat like the new levels but a bit harder. All the seasons are represent

are in the other islands, the mainly in the top ten you have all the puzzle pieces. The path finally leads to the Crystal Rose. The Crystal Rose looks like the Baron. He has projectiles at you constantly. The only way to beat him is to jump to each of the four



WAND: Jump on the corner of the platform then quickly move



There are a lot of projectiles throwing enemies here.



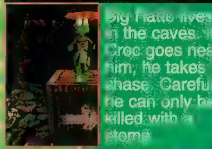
This is very similar to a previous ice island level.



THE ENEMIES

This does not show all the enemies in the game. There are lots of enemies, different for every island. Here is a list of some of the most frequent and/or dangerous. The best attack for any enemy seems to be a Jump Tail attack.

BIG RATTO



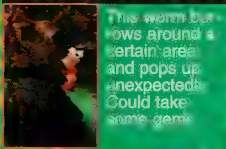
Big Ratto lives in the caves. If Croc goes near him, he takes chase. Careful, he can only be killed with a stomp.

BIG WORM



Big Worms are huge. He lunges at you and tries to chomp. Just don't stand too close to him and you'll be OK!

BURROW WORM



This worm burrows around a certain area and pops up unexpectedly. Could take some gems.

CW DANTINI



Cartwheeling Dantini looks like a frog with a jester's cap. Cartwheels (duh) right into you.

FIRE DANTINI



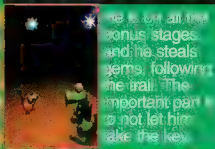
Fire Dantini hangs out in lava areas guarding platforms. Watch out, he shoots up to you quickly and unexpectedly.

FLYING DANTINI



These are guards plain forms. Can easily take some gems from you. Angle is weird but jump and tail him.

GHOST



He is out all the bonus stages, and he steals gems, following the trail. The important part is not let him take the key.

HUSKY DOO



Where are you? This dog will scratch for fleas and then try to chomp your butt. Pretty easy to kill.

JONNEY B



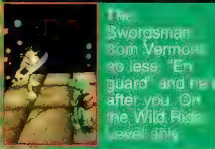
An annoying buzzing bee. Not found much past the early levels. Just like Flying Dantini, jump and tail him.

RED DANTINI



One of the main enemies at the beginning. Sees you, chases you and runs into you. Easy kill.

SWIPE SWIFTLY

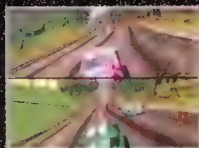


The Swordsman from Vermorel's boss. "En guard" and after you. On the Wild Ride level only.





You love playing San Francisco Rush in the arcade. Well, now you can race through the streets of the Bay Area in the comfort of your



own living room. In fact, you'll be able to choose from six different tracks three more than in the arcade version! Each one showing



authentic San Francisco landscapes and so many places to watch air that you might be mistaken for an unidentified flying object. And if that's



not enough, you can take shortcuts through open fields and underground tunnels. You can soar over building tops or be catapulted into the

THE MOST POPULAR RACING GAME. AVAILABLE IN A CONVENIENT TAKE-HOME SIZE.



**SAN FRANCISCO
RUSH
EXTREME RACING**



DESIGNED FOR
PS2 PLAYSTATION 2

air from a dismantled freeway, surpass it's San Francisco Rush. And lucky for you, it's coming home in a more manageable size.



San Francisco Rush: Extreme Racing is a registered trademark of Midway Games, Inc. All other names, trademarks, and logos are the property of their respective owners. © 1997 Midway Home Entertainment, Inc. All rights reserved. PlayStation 2 and the PS2 logo are registered trademarks of Sony Computer Entertainment Inc. All other names, trademarks, and logos are the property of their respective owners.

POWER and PERFORMANCE

Ever feel like driving a Porsche®? Want to? The Alps Gamepad for the PlayStation™ game console offers you the power, performance, and handling you've been waiting for in a sleek, high-tech, finely-tuned and tested controller designed by professional game players to meet the demanding needs of today's gamers.



Designed by the people who play hard - YOU! Whether it's for fun or serious competition, it's all here.

Ultra-smooth Dpad lets you concentrate on your game, not a throbbing thumb.

Special rubber grip provides tactile feedback and a secure grip.

Extra long 8-foot cord

For more info visit us at
www.interactive.alps.com
800-720-ALPS



Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and PlayStation logos are trademarks of Sony Computer Entertainment Inc. Alps is a registered trademark of Alps Electric Co., Ltd. of Japan. Alps Interactive and the Alps Interactive logos are trademarks of Alps Electric Co., Ltd. Patent Pending. Porsche® is a trademark of Dr. Ing. h.c. F. Porsche AG.



G A M E P A D



Mortal Kombat[®] Mythologies: The Adventures of Sub-Zero[™] ©1997 Midway Games Inc. All rights reserved. MIDWAY, MORTAL KOMBAT, the DRAGON DESIGN, SUB-ZERO and all character names are trademarks of Midway Games Inc. ©1996 Nintendo of America Inc. Licensed by Nintendo. PlayStation and the PlayStation Logo are trademarks of Sony Computer Entertainment Inc. PEPSI, PEPSI-COLA and the Pepsi World design are trademarks of PepsiCo, Inc.

Meet the root
of our evil.



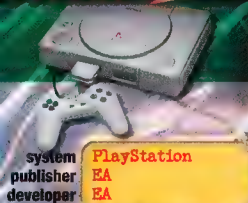
MORTAL KOMBAT MYTHOLOGIES

SUB-ZERO

Contributed by Midway Home Entertainment Inc. under license. Nintendo, Nintendo 64 and the 64 "N" logo are trademarks of Nintendo of America, Inc.

MIDWAY
www.midway.com





system
publisher
developer

PlayStation
EA
EA

strategy talk

Nuclear, the fifth installment of the Strike series, has retained all the great elements of its predecessors, along with an incredible arsenal of vehicles ranging from an M1A1 Abrams Tank to an AV-8 Sea Harrier.

Staying true to the series, Nuclear Strike is not going to be a walk in the park. On that note, jumping right into the strategy, the most important thing to remember is to utilize all the info given to you. By pausing the game, you can view pertinent data such as the mission map, enemy location and info on strike assets such as fuel, armor and weapons. After referencing the map and reading the data, be sure to view the accompanying movie clips for small tips on each mission.

The on-screen map can be used for general items, but for the hard-to-find pick-ups such as hidden supplies, free attempts and extra vehicles, refer to the maps we've compiled. Good luck, and see you in the future.

—Mark "Cinophobia" Lefebvre

strat-stats

- Fuel ▲
- Armor ★
- Ammo ■
- Wing Ammo ●
- Quick Ladder ◆
- Free Attempt ●

EGM



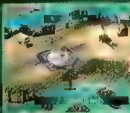
NUCLEAR STRIKE

THE SECRET TO SOVIET STRIKE

LEVEL 1: DELTA STRIKE

MISSION 1: KNOCK OUT SMOKE PITS

The first mission involves knocking out three smoke pits. The pits are preventing Strike from locating Nick, an undercover operative needing extraction from the jungle. Head to the first pit at area 1A. Before attempting to distinguish the fire, take out the patrol boats in the waterway and the ground troops. After the area is clear, destroy the buildings to reveal three ammo pick-ups and a fuel pod. You know the drill, deploy and destroy. At area 1B, grab the ammo, wing ammo and the quick ladder. The last fire pit at area 1C will give you the most resistance. Knock out the Junk docked at the shore first.



MISSION 4: ASSAULT RIVER FORT

The river fort is heavily fortified and has a radar alert zone. Drop the dish at area 4A for a surprise attack. Next, take out the bridge at area 4B to stop reinforcements from attacking. Support the PBR ships as they attack, and eliminate the entire town to complete the mission.

MISSION 7: DESTROY JUNGLE FORTRESS

Before dropping Naya off at area 7A, secure the area. When clear, drop Naya at the helipad. Many ground troops and tanks will attack. Cover her at all costs.



MISSION 8: HUNT LEMONDE ON TRAIL

The convoy is travelling west at area 8A. Destroy at least 75 percent of the convoy. Attack the convoy from behind. Immediately evac Naja after destroying the convoy to complete the mission.

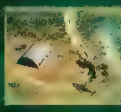
MISSION 2: RESCUE NICK/RECRUIT NAJA

Agent Nick is located at area 2A. The rescue turns out to be a trap. Eliminate all the resistance. Drop Nick off at the home base located at area 2B. A dead agent is no use to the mission. To recruit Naja, eliminate all tanks in

area 2C. As Naja breaks out of the building with the motorcycle, grab the free attempt, and cover her on a cross-country journey. At area 2D, pick up Naja and grab the crate of rifles.

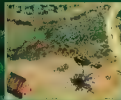
MISSION 3: LIBERATE THE TOWN OF ASHAN

Drop off the crate of weapons at the helipad located at area 3A. Head to area 3B, and eliminate all the tanks in the town. The smoke pits have caused a mechanical failure in the super Apache. Put the bird down at 3C, and transfer to the Huey.



MISSION 6: CAPTURE GENERALS

Three generals are located at area 6A. Capture the generals for vital mission info. Before attempting extraction, knock out the radar at area 6B.

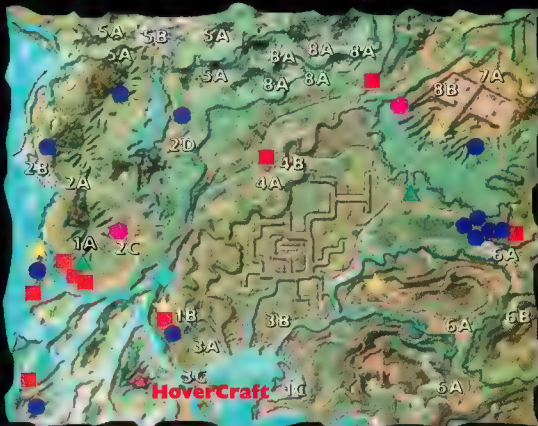


MISSION 5: RESCUE NAJA'S ELITE

There are 12 elites pinned down at area 5A. The mission only calls for extraction of four. Eliminate the tanks before attempting any rescue. The drop-off point is area 5B.



Cover the Apaches during takeoff, as tanks will roll in from all directions.

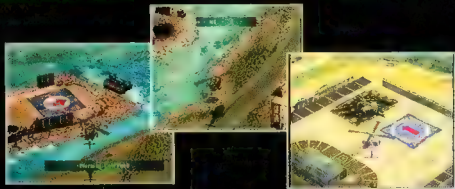




!! SPECIAL ALERT !!

One of the best features of Nuclear Strike is the amount of hidden vehicles you can command. Along with these vehicles having incredible armor and firepower, most of them cannot be refueled.

This makes it great for switching your Apache with land and aircraft such as a hovercraft or a Harrier and going on a one-way destruction frenzy. When the fuel or the armor runs out, the vehicle will self-destruct, and the Apache will be hovering above you to save the day. Clear as many enemies from the map as you can when acquiring one of these bonus crafts.



MISSION 1: CONTACT CASH

Convince Cash to work for Strike by picking up the treasure at area 1A. Pick up Cash at his estate located at 1B. Before leaving for mission 2, unroll Cash's stash by destroying the structure at 1C. Here you will find a fuel, armor and an ammo pick-up. Save these for when the going gets tough!



MISSION 3: CLEAR OCTAD AIRFIELD

First things first, the airfield is a radar alert zone. Take out the radar dish at area 3A. Next drop cash off at the landing pad at 3B. Cash will help destroy the runway. Destroy as many enemy helis on the runway as possible. It's a good chance a few will take to the air. If so, hunt them down to complete the mission. Take out the radar at area 3C to drop the defenses of the surrounding island.

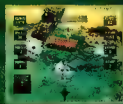


LEVEL 2: ISLAND STRIKE

MISSION 2: STOP ASAT LAUNCH

Head to the first ASAT rocket location at area 2A. You will run into little resistance. The rocket has top priority over enemy gunships. The second rocket is located at area 2B. Waste no time in stopping the launch. If you are low on armor, grab a pick-up at area 2C, but make sure to save the other one for later, you're going to need it. On your way to the next rocket, fly southeast until you reach the radar dish at 2D. By taking out the radar, you can enter Gun Island undetected. This area is loaded with pick-ups that you will need to complete the mission.

After taking out the perimeter fence and eliminating all enemies, grab the wing ammo at area 2E. This will give you 1,000 rockets. Head to the last rocket at area 2F. The rocket is secured in a fortified bunker. Drop Cash at the landing pad to help you out with the rocket. Warning: This rocket will waste no time launching. Use heavy weapons.



MISSION 4: FREE PRISONERS/SINK FLEET

The mission involves stopping a fleet of ships from escaping to the open sea. You will have a little bit of time, so make sure you have enough ammo, and head to area 4A. The ships are located to the northeast, but will travel due south through the channel. Grab the armor power-up at area 4B when needed and hover in the center of the waterway.

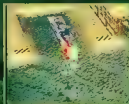
If any of the Junks make it off the map, the mission will be a snafu. After successfully destroying all the ships, head to area 4C. Drop Cash at the landing zone. As he is taking care of the compound, destroy the three small junks on the south beach. After the radar is clear of enemies, the mission will be complete.

MISSION 5: SCUTTLE 1ST FLEET

A fleet of 1ST ships are heading an attack on the sea shadow, your mobile base. Hover over the sea shadow at area 5A and take down the approaching ships.

MISSION 6: STOP MISSILE BOATS

The missile boats are located at area 6A. Since the entire area is fortified, head to the radar dish at area 6B. The dish cannot be disabled, so follow the power lines until you reach the powerplant located at area 6C. It will take a lot of firepower, but knocking out all the generators will disable the alert zone. The first part of the mission involves destroying the four docked missile boats. Make sure you have full ammo and armor before attempting this. If any of the fleet escape south through the waterway, the mission will be again a snafu. The second part of the mission involves destroying the three warehouses at area 6D. Eliminate all surrounding threats before destroying the structures.



MISSION 7: DESTROY OCTAD BARRACKS

The main barracks is another radar alert zone. No radar dishes this time though, take out the single communications boat at area 7A to sneak in under the wire. Next, drop Cash off at area 7B. He has some C-4 explosives to bring to the party. To complete the level, shoot all the ground troops and approaching enemies.

MISSION 8: DESTROY DEPOT/FIND BROTHER

The compound is heavily guarded. You can drop Cash off at area 8A. He will jump in the tank and give you a hand with the enemy. To complete the mission, grab Hwong's brother who is hiding out in one of the warehouses.

MISSION 9: CAPTURE HWONG

Hwong is held up on the oil platform at area 9A. Destroy all the items on the platform to flush Hwong out. He will bail in a small boat equipped with an anti-aircraft gun. Disable the gun, and follow Hwong to the beach at area 9B. When Hwong gets to the beach, snag him with your ladder to complete the mission. As the chase ensues, watch your back as you will be attacked by multiple enemy Apaches.



MISSION 1: RESCUE 3 SIROK AGENTS

There are three buildings that house Sirok agents. The agents are located at area 1A, 1B and 1C. The news chopper is light on weapons, so use tear gas to evacuate the agents safely.

MISSION 3: ESCORT DIPLOMATIC BUS

A busload of dignitaries needs to be transported out of the city. When you arrive at area 3A, you will be confronted by missile-launching ground troops. You will soon find out that the key to completing this mission is to not stay alive, but to keep the people inside the bus alive. If the bus does not make it to the drop-off point, the mission is scrubbed. As the bus makes its way through the city, be on the lookout for gun-toting motorcycle agents hiding behind the many concrete walls near the road. If you can eliminate these enemies before the bus comes in view, you'll have a much better chance of survival. At area 3B there are two roadblocks blocking the way. It is up to you to pick

LEVEL 3: PEACE STRIKE

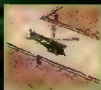
MISSION 2: STOP MILITARY TRANSPORTS

The transports will roll into the city at area 2A. Since the guns on the news chopper are no match for an armored transport, stay slightly out of range until the transport reaches area 2B. If your timing is right, you will be able to put a few rounds into the gas tanks at the station below. The explosion will incinerate the entire gas station along with the armored transport. If you miss the hit on the station, shoot the powerlines just in front of the vehicle for equal damage.



MISSION 4: GET COBRA GUNSHIP

Drop Andrea off at the helipad in front of the War museum at area 4A. While she runs in to prep the chopper, enemies will attack from all angles both tanks and ground troops. Do not waste meaningless armor trying to protect Andrea or the cobra. Stay out of distance until she's ready to switch. After the switch, a few rounds into the news chopper should create a big enough explosion to wipe out the resistance.



MISSION 5: COVER CHINOOK AIRCRAFT

Drop Andrea off at this landing pad at area 5A. As she begins to evacuate the dignitaries, forces will move in to thwart your evacuation. The tanks should be your first concern here, followed by the ground troops. Watch your radar and you will be able to get a jump on the enemy before they can get close to the action. Pick-up Andrea, and this mission is finished.



MISSION 6: GET DIPLOMATS TO SHELTERS

This one's going to be a bit tricky. The remaining diplomats have to be escorted from area 6A to the bomb shelter at area 6B. Before dropping Andrea off at the helipad two things must be done first. Make sure the entire area between the two drop-off points is clear of all enemies. Second, there is a locked gate at area 6C. Take out the gate. If the gate is locked when Andrea is escorting the diplomats, she will have no choice but to walk them directly into a facility zone. As the evacuation takes place, worry mainly about the last few diplomats. These will be the first to get shot by ground troops. If you lose too many, you guessed it, snafu!

MISSION 7: COLLECT SUPPLIES

The countdown begins... the nuke is about to go off, and you're instructed to grab all the fuel and weapons in 3:00 and bring them back to the stadium at area 7A. First of all, this is not required. If you are short on armor or time, you can go straight to the stadium empty handed. On the other hand, the items that you do bring back will show up as you start the next level. Above all, make sure that your bird is safely landed when the timer reaches zero.



!! SPECIAL ALERT !! As explained earlier, there are going to be a few areas of the game where the mission or members of Strike Net do not offer enough information. Besides the map and the mission stats, use the onboard data to reveal more info about the task at hand. Not all pick-ups will show up on the map, but accessing the "Friendly assets" will show a current listing of what you've picked up so far, and what is still out there. Starting with Mission 4, it will be hard to keep track of the assets such as fuel and armor. Being such a hot commodity. The enemy may come looking for it as well.





!! SPECIAL ALERT !!



To successfully attack the enemies while keeping your damage at a minimum not only takes skill but practice as well. Here are a few tips to follow: Never attack an enemy straight-on. Use the R1 and R2 buttons to strafe around the back of a stationary target such as a gun turret. When taking on a moving ground target such as a tank, utilize the surroundings. By taking cover behind buildings, you can usually get to them before they even see you. For air targets such as enemy helicopters, watch your radar and lure them into the open. It may be risky, but this is a perfect time to attack straight-on.



LEVEL 4 • PEACE STRIKE 2

MISSION 8: ESCORT DIPLOMATIC TRAIN

The remaining dignitaries need to be escorted out of the city via rail. You probably know a train you need to protect the train, but it's a little more difficult than that. Drop Andrea at the helipad located at area 8B. Immediately after the train is loaded, you'll find out that enemy trains are approaching from all directions. If you have enough armor, you can attempt to destroy the enemy train, but more importantly concentrate on forces that may be attacking the train from the sides. At area 8C, there's a track switcher that needs to be activated in order to switch the oncoming train to the other tracks. After hitting the



switch, be sure to tell the train to move in the opposite direction. Eliminate all threats, especially enemies that attempt to stop the train by parking in the middle of the tracks. When the train reaches area 9D, the dignitaries are safe. On the way out, destroy the

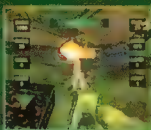


MISSION 9:

DESTROY BRIDGES & MOBILE HQ

The armored reserve will head south to the demilitarized zone where the train has successfully left the city. This is where the bridges come in. Since the bridges are already destroyed, you can concentrate on the transports that are there. There are five sets of transports, starting at areas 8A, 8B, 9C, 9D, and 9E. The transports are heading south toward the bridges, but since the bridges are destroyed, they will move south then east in an attempt to leave the area. Knowing the need for transport 1A, this is the closest to the mobile head and should be eliminated first. Each transport has a mobile head-

quarters that not only needs to be destroyed but also acts as a radar alert zone for the rest of the vehicles. If you can target this vehicle first, you should have no problem destroying the other vehicles with a surprise attack from behind. After knocking out troop 1A, grab enough armor, ammo and fuel and head to the next closest troop



This is one of those levels that need to be played over and over again in order to succeed. Fortunately I've done that, so you don't have to. There are only two missions to complete, but don't think for a second that this will be any easier than the levels you've encountered up until this point. Before getting to the mission objectives, the easiest way to knock out this level's patience. Before beginning the first mission, there is no time limit to worry about, so take your time, and knock out the resistance. Watch your radar, many of the enemies here can and will take all of your armor away if you're not careful. There are 14 armor pick-ups here, so if done correctly, you should have no problem. Find the landing zone on the map, and clear this area first. This way you can save your armor upgrades for later in the level when things really get tough. As you progress through the level, pick up as many dissidents as possible. Remember, these are worth 200 armor apiece when dropped in the landing zone. After clearing the area, there is one more important task before heading to the train. There are three main bridges that are at area 8A. It will save you a lot of grief if you can destroy these bridges before heading to the train.



There are three main bridges that are at area 8A. It will save you a lot of grief if you can destroy these bridges before heading to the train.



!! SPECIAL ALERT !!

The radar may not seem all that important when first beginning to play the game. It will become second nature to glance down and realize if you're heading toward trouble, the mission objective or a pick-up such as fuel or ammo.

White-Asset
Blue-Objective
Red-Enemy

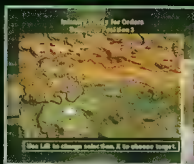
The compass at the top of the screen is equally important. The arrow will point in the direction of the last highlighted item in the Pause Screen.





!! SPECIAL ALERT !!

Here is an idea on the different ways you can use Strike Net's offensive and defensive forces to your advantage throughout the missions... everything from supplies to armored tanks and helicopters to be sent to different locations around the area. It is your decision where to deploy the fleet depending on the status of the current mission. Cross-reference the map to strategically place the items or defenses.



LEVEL 5: DMZ STRIKE

Level 5 is by far going to be the most strategic mission you've encountered up until this point. The level only consists of three missions, the main one being mission 2, the main battlefield. With so many different possibilities, there is no right or wrong way to complete the level, only options. There are a lot of options. You have the choice of switching between four different vehicles, taking command of eight different allied groups both offensive and defensive and utilizing your agents by dropping them off at certain locations to complete small recon missions.

The map is much different from the other levels, as there are more asset locations than are shown on the map. The reason for this is because of the threat factor. As the battlefield war progresses, many assets are moved to other locations, or destroyed altogether. The locations pinpointed here are dedicated and can always be acquired.

5A-Camp Kitty Hawk: One of the two main allied bases, here you can command the Abrams tank division, or switch your current vehicle to the M1A1 Abrams Tank.

5B-Camp Liberty Bell: Here you can switch your vehicle to the M2 Bradley, and also command a Bradley APC division.

5C: Here you can swap your current vehicle with the A-10 for complete destruction.

5D: At this area, you can command an artillery division to shell targets of your choice.

5E: Fuel supply trucks are located here. Fuel will be sent to one of three locations depending on your orders.

5F: Choose to either command a fleet of Abrams tanks, or switch your current vehicle to the Abrams.

5G: Ammo supply trucks are located here. Ammo will be sent to one of three locations depending on your orders.

5H: Choose to either command a division of Bradley APCs, or switch your current vehicle to an APC.

5I: Here you command an Infantry division to one of three locations.

5J: Here you will find an assortment of valuable pick-ups to use during the mission, such as fuel air missiles for your super Comanche, bazooka and body armor for the infantry division and over artillery shells to seal off the tunnel that the enemy can use to their advantage.

5K: By taking out the enemy's ammo depot, you can diminish the enemy's defenses.

5L: By hitting the enemy's fuel supply early on, the enemy speed will be decreased.

KEY LOCATIONS

5M: Drop Andrea off at the helipad here to destroy one of the enemy tunnels.

5N: Grab the ROK agent and your map will be updated with the locations of the six tunnel entrances and exits. One more bonus at the prison. A pick-up you don't want to miss here: 1,000 onboard rockets.

5O: As the battle progresses, grab the night vision to get a jump on the enemy.

5P: Drop Andrea off at the landing zone. She will then use the anti-vehicle to seal the tunnel. Make sure to extract her after she emerges from the other side.

5Q: Set Andrea down at the helipad, and she will park the explosive truck next to the tunnel. After picking her up, shoot the truck to seal the exit.

5R: Use the artillery shells acquired at area 5J to detonate the tunnel entrances.



MISSION 1: COLLECT ANDREA

Mission 1 really does not need mentioning. Pick up Andrea at Camp Kittyhawk. Piece of cake. No resistance—not yet, that is. Grab the quick loader right next to Andrea. You'll need it; you'll be winning a lot of supplies.



MISSION 2: MAIN BATTLEFIELD

The main battlefield erupts into a full-fledged war moments after picking up Andrea. The main objective is to stop all and any troops from reaching Seoul which is the southern most part of the map. Sounds easy? Not at all! Use the map to decide which locations and assets will work the best for you during the level depending on the location and status of the enemy.

MISSION 3: RETURN TO BASE

There are only two ways to complete this mission, victorious or in a body bag!

The first mission involves calling out two of your agents who are in trouble. Immediately head to area 1A. Both agents are pinned down by tanks. Take out the threat, and give Cash a chance to make a run for the drill vehicle. Then cover Cash as he rescues Naja. Immediately pick up both agents, as you will need them later, and land the Comanche and head for the Havoc which is waiting at Area 1B.

The EMP relay trucks are jamming your weapons systems once inside the perimeter of the fortress. To knock these trucks out, you are going to have to drop off Naya inside the fortress. She is a 3A. She will jump in the heavily armored motorcycle equipped with machine guns and a side car. Follow her to the locations of the six armored trucks.

Trucks (3B) and destroy them (3C). Even though she tells you to "cover her throughout the cross-country venture," she will not take any hits, even by the heaviest of tanks. Your job is to stay close behind her while keeping your armor up. After destroying all the trucks, winch up Naya.

Try to eliminate only the EMP

Try to eliminate only the EMP truck marked by Nava.

There are six radar towers that need to be destroyed. The towers are at area 2A, and are heavily guarded by fixed defense systems called Razors. At area T1, you can deploy three separate special forces teams. You can give orders to them to knock out the radar towers, or to block the road. By going in a counterclockwise position as shown on the map, you will be in the perfect location to save Hack as he is threatened by the enemy forces. Taking out the single tank at area 2B will give you a better chance to survive. Continue taking out the dishes until you reach area T4, just before the last dish. Once again, deploy the last three fleets of commandos to give yourself the jump on the enemy. Destroy the last dish, and knock it out to complete the mission.

There's another mission that if not done correctly, will end in a snafu. Since you can now launch both rockets and missiles, how about a new bird? Head over to area 4A and give the Hokum a test flight. Since it's only going to get harder from here, utilize the supply drop items, and clear out all the enemies on the interior of the level. When the area is secure, head to area 4B, and drop Cash off at the landing zone. He will climb up to the first guardian gun and give you a hand in disabling it. After that it's your turn. If Cash takes even the slightest notice of you, head from the guardian guns, you'll be right back at Mission 7 again. Make sure the guns are always targeted at you when Cash is nearby, and also that the gun has tracked you to a corner. So Cash doesn't get crushed by the gun, after the gun has been disabled, send a few rounds in to finish the job. The gun's location is on the map, and the location of the guardian gun. After all the guns have been taken out, you will be ambushed by fleets of jets. Give them everything you got.

Three ICBMs ready to launch! Head to area 5A with Naya, and set her down at each area to find the three live missile's. As soon as the missile is unveiled, launch enough firepower to ensure its destruction. After taking out each missile, be careful in an ambush by tanks and Apaches is sure to follow.

Yes all you PC fans, Nuclear Strike will be the first game in the Strike series that you will be able to play on your PC. This version will tout some hard-core graphics with a 3-D card. Also, with the control obviously being different from the console, you will have a choice of different interfaces for the game. This version will hopefully be out around the same time as the console version.

Shiva's dagger is a proto-nuclear warhead being launched in an attempt to destroy the planet. Drop Andrea at the landing zone at area 7A to get a hold of the Second Hokum helicopter. Head to where Shiva's dagger is being stored, and finish the job. Destroy everything!

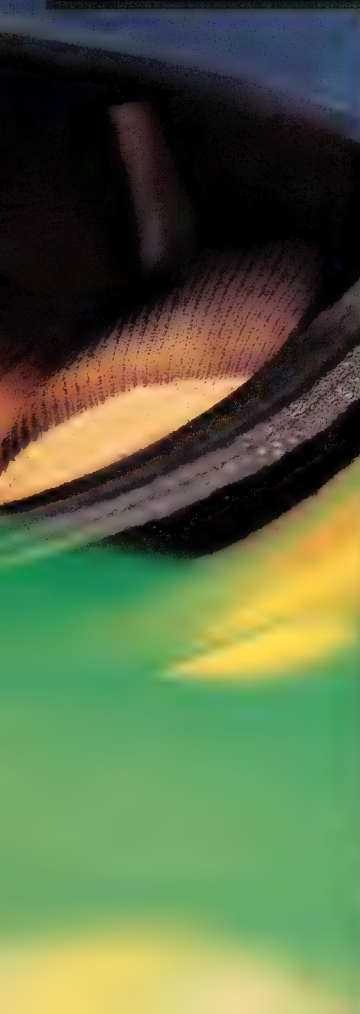


The Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc. ©1997 Official Licensed Product Of Championship Auto Racing Teams, Inc. All logos and marks of CART, its Teams, Drivers, Tracks and Sponsors are the property of CART and its respective Teams, Drivers, Tracks and Sponsors and may not be reproduced, in whole or in part, without the prior written consent of CART Licensed Products. Developed by Sony Interactive Studios America. ©1997 Sony Computer Entertainment America, Inc. The ratings icon is a registered trademark of The Interactive Digital Software Association. www.playstation.com



F

EAR WILL ALWAYS BE IN THE CAR
WITH YOU. YOU JUST CAN'T LET IT DRIVE.



CART WORLDSERIES

PROPERTY OF PLAYSTATION
ATHLETIC DEPT.



system
publisher
developer

PlayStation
Activision
Kalisto

strategy talk

Adding to the list of one of the hottest PlayStation genres there is right now is Activision's *Nightmare Creatures*.

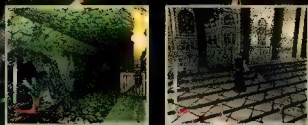
First off, I'd like to say this game is different. The style of play is somewhat similar to that of recent smash hits *Tomb Raider* and *Super Mario 64*—you control a character in a complete 3-D environment with your point of view always following the hero/heroine. *Nightmare Creatures* also has a lot of great ideas, from the accurate 19th-Century London maps to the nice touch of being able to have an enemy react specifically to how you strike him/her. (Yes, you can even hack them into tiny pieces.)

This game is challenging (almost to the point of frustration) for two main reasons. First, it's difficult to control your jumps. Second is the inclusion of an "enemy meter." This meter must constantly be filled by defeating enemies. As a result, players aren't as free to explore as much as they please, because they must instead always look out for something to attack just to stay alive. Still, this game is worth renting; you may just like what you see!

—Tim "Manic Depressive" Davis

sfrat-stats

time to complete: 23 hours
challenge: moderate
really manic depressive? only on deadline
wants to be for Halloween: a ghost
secret hobby: square dancing



The single most important offensive/defensive maneuver you can do is side-step. This is good, considering most enemies' attacks can be dodged (if timed correctly) and then followed up with an attack of your own!

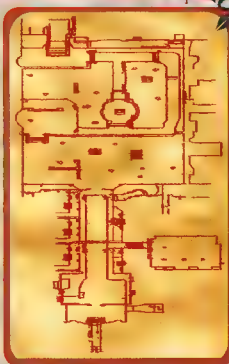
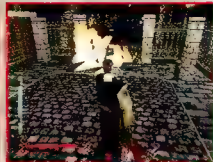


NIGHTMARE CREATURES

The Workshop

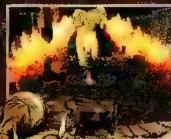
The workshop is your basic introductory level.

Since the majority of the beasts you'll face in here are nothing more than your run-of-the-mill zombies and werewolves, take your time in this stage to practice how your adversaries fight. Why? Because when you met them in the later levels, they're much more vicious. Most of the items are either hidden behind doors and windows, or are packaged into little wooden crates with symbols on them.



The Spitafields

The zombies are still abundant, but in this stage you must kill hordes of more powerful monsters such as the Dockers, if you want to survive. The Spitafields also has its fair share of hidden items, so be sure to check anything—be it a window, a crate, a pile or a bush that looks suspicious. There's also an extra life or two in this stage which comes in handy later on. The bridge jumps are tricky, so use the Walk command until you get to the edge, hop one step back, then jump to safety.



This multiheaded serpent is tough only if you don't know how to kill it. To nail this thing, you have to run around its circular lair, knocking down the five pillars that support the ceiling directly above it while avoiding its flame breath and falling into the pool itself. Learn his pattern, and he's easy to defeat.

It Came from the Swamp

The Sewer Chase



In the sewers, the single or multishot pistol becomes a necessity for getting past the many-tentacled serpents that every once in a while pop out of the muck. When you get to the area underground that requires you to do a series of timed jumps across wooden rafts, go left and flip the switch in the room beyond the first to avoid backtracking across those hazardous waters.



The Sea Wolf Pub



The main item to look for in this stage is a hidden weapon upgrade. It's located on a platform which is just barely visible at the left side of the bow of the ship. Jump off the bow—the upgrade and items surrounding it are yours! To get back on track, smash open a crate to the left as soon as you walk up the steps, and you'll find yourself right back on the dock.



Samuel Pappy's Tomb



Many items can be found in coffins and other assorted crypts in this stage, but be careful because many times there are enemies hiding in there as well waiting to ambush you (such as the first underground crypt you come across). If you get stuck in the bronze-colored building, try breaking one of the doors in a smaller room adjacent to the main one and you should find the exit.

Now who left that there?

In the later stages, Weapons and Health icons are much more difficult to find. You need to get creative and smash open some doors and windows (not to mention fences) if you want to get the goods.



Trail of the Dead



Keep a couple of pistols handy to get rid of the serpent that busts through the wooden bridge in this stage. Also, be on the lookout for monsters (Dockers and Dopplegangers, in particular) that will try to use their high location to their advantage and steamroll over you with a couple of well-dropped wooden barrels. More times than not, you can side-step left or right before they hit you, or if you prefer, get in the habit of staying out of the center aisle when exploring through unfamiliar territory.



A Desperate Fugitive



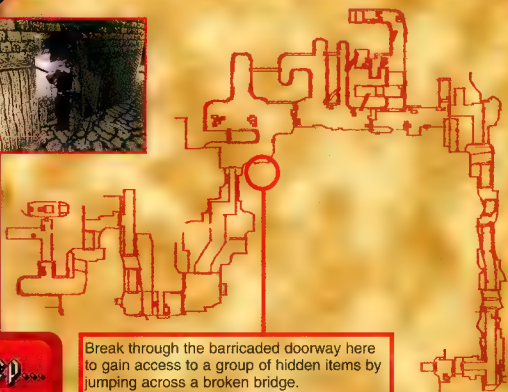
Stay to the left side of the cemetery when you meet up with Crowley to avoid being blown to smithereens by the stick of dynamite that he'll try to throw at you.



The Queenhilthe Docks



In the Queenhilthe Docks stage, you can break through and old boarded-up doorway to reveal a passage to a few hidden items (see above right). On numerous occasions, you'll come across groups of swinging pulleys that will knock you down if you happen to be in the way. The good news is that these pulleys will hit your brainless opponents also. This is a great tactic to utilize if you are in poor health or in the process of being ambushed by too many enemies at once.



Break through the barricaded doorway here to gain access to a group of hidden items by jumping across a broken bridge.

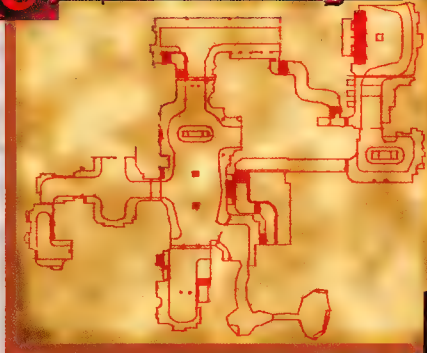


Watch Your Step...

Because of the limited walking and fighting area at the piers that you have to deal with in this stage, it can be frustrating to say the least. Above all else, keep your eyes peeled for any sign of the mainland, and when you see it, make a mad dash for it if you think your chances are good. Fighting on the piers is just too risky. Not even blocking will save you from being pushed over into the deadly waters below.



The Bank of England



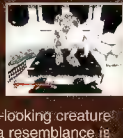
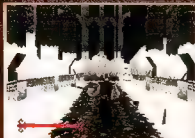
In the southeastern portion of this stage, you'll find another weapon upgrade for the taking. Here in the streets of London, the giant arachnid-like monsters are the main types of enemies you'll have to fight your way through. Be careful though, as they will try to suck you into fighting not just one but two or three at the same time. If you practice walking just far enough for an enemy to spot you, you can usually get away with fighting just one at a time.



The Trail of Blood



Once you come across the iron gate to the left side of the screen that closes too quickly for you to run underneath, shoot the barrel next to it with your pistol (or any other explosive-inducing device). This will cause it to explode, leaving a hole in the wall behind it and a path for you to enter and pick up some hidden items. Most of the other items in this level are hidden behind darkened windows which you can't see through. If you haven't gotten into the habit by now, try swinging or kicking at anything that even closely resembles a window or opening of some kind.



This furry Sasquatch-looking creature (although the Wampa resemblance is uncanny) will attack you with his extensive snowball collection. Seriously though, torches are the only item that will wound him, so if you don't have enough, you'll need to "borrow" some of the walls. Don't get too close to him or else he'll punish you with an icicle avalanche. Wait until he reaches into his mound of snow and then torch him with... well... a torch.

Didn't I See You in Empire?

Follow that Shriek!

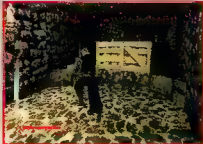


Even though this stage has plenty of twists and turns within it, keeping from getting lost isn't all that difficult.

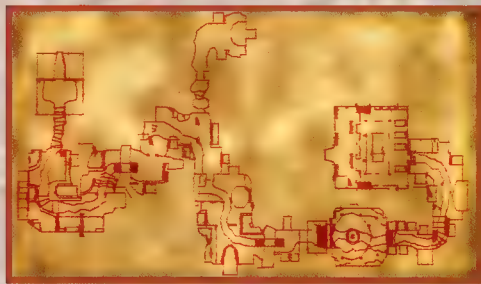
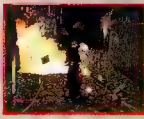
Right from the start, try to keep to the outside edges of the pier to avoid being flattened by a couple of out-of-control barrels.

Also, the area surrounding the water control switch is packed with various explosives, so

fire away with your pistol to help clear out any unwanted guests.



The London Zoo



You'll need to flip the lever in this stage to open the cages up (upper left) and allow you access to the rest of the stage. Items in general aren't found as easily like in the previous levels, but there are a few, including an extra life located by the dinosaur exhibit in the museum which is a must-find.



Catch up with Crowley



This stage has got a little bit of everything in it, including a circular area that you are locked in until you successfully defeat three gargoyles in succession (upper-left corner). Remember to keep plenty of pistols handy to safely detonate the drums of explosives from a distance. Stick to your game plan of fighting one enemy at a time whenever possible and you should be fine.

The Hell Hounds

This lever marks the birth of a new type of enemy, the Hell Hounds. These little guys not only can project fire at you, but if you're not careful, they'll also try to push you back into the same fire they were spawned from.



The Bloomsbury Incident



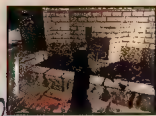
As levels in this game go, this one's surprisingly pretty straightforward. Although the layout of the stage itself may not be too difficult to navigate through, the abundance of a new type of enemy, the Hell Hounds (see bar above), are guaranteed to deplete their fair share of energy from your life bar. The hounds are tough but not impossible. And if you're

lucky enough to back them into a corner or against a wall by themselves, the odds can quickly stack up in your favor.

Look Out Behind You!

At the start of this level, if you turn halfway around and are brave enough to jump across to the platform behind you,

you will be rewarded with a nice sum of health and weapon items to begin the stage with.



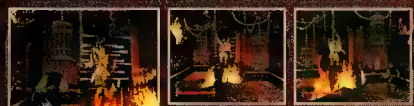
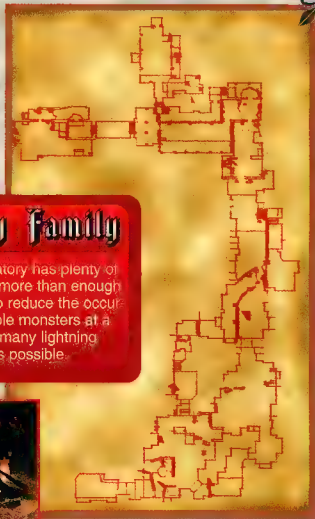
Adam Crowley's Lab



When you reach the area with the explosive containers (see above right), you might want to use your saw item to help you cut through the number of enemies that appear. After dodging the barrels that are dropped down the main staircase by a Docker beast, you can either go up the stairs or stay on the same floor. Either way will lead you to the end of the stage. Skipping the stair route and moving on ahead will engage you with a number of baddies while going up the stairs past the Docker offers less enemies but a couple of jumps.

One Happy Family

Adam Crowley's Laboratory has plenty of wide-open spaces and more than enough enemies to fill it with. To reduce the occurrences of fighting multiple monsters at a time, try to stock up as many lightning bolts and saw blades as possible.



The Ripper has only one attack pattern, but the speed at which he executes it grows as he becomes closer to death. To defeat him you'll need to hit both switches on either side of him, then repeat it until he's killed under his own machine.

Only A Mother Could Love

The Brotherhood Fugitive



You've got Crowley on the run! This level and the one that follows it are pretty short (roughly half the size when compared to the rest of the levels in the game) but makes up for it in the challenge department, with a huge number of enemies to fight your way through. Be sure to explore the weapon room before you exit the stage though (located on the upper-level balcony just beyond an iron door).



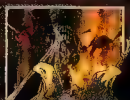
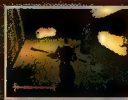
Crowley's Last Stand



The Path Not Taken

If you fall into the first floor that's all ablaze when trying to jump across the platforms above, don't worry. All you need is a pistol and a good eye to detonate the explosive laying just in front of a forgotten door. You'll even get a couple of items for your troubles along the way.

The final stage will make you fight your way up to the roof where Crowley awaits your challenge. Be careful when treading through the poorly lit areas, as they are lined on both sides with wooden barrels that explode when you walk too close to them. Try to walk a line between the barrels if possible for the safest route. Like the level before, this one's pretty short, but monsters are abundant as ever.



There is a safe spot where you can stand

while fighting Crowley's henchmen; the area directly to the right of the burn pile that's under the rafters. From there you can learn their attack patterns and move in for the kill. Adam himself isn't all that tough; you must stick to your roundhouse swings and kicks to beat him.

Nowhere Left To Run



ONE MAN. ONE SOLUTION. ONE STATE OF MIND.



Visual Concepts™



ONE™ and ASC Games™ are trademarks of American Softworks Corporation. ONE™ is co-developed by Visual Concepts. ©1997 American Softworks Corporation. ©1995 PEG Limited Partnership. PlayStation™ and the PlayStation logo are trademarks of Sony Computer Entertainment. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.



system
publisher
developer

PlayStation
Natsume
Natsume

strategy talk

There aren't many fishing games out there for those who enjoy the thrill of reeling in that monster bass. So when a game such as this comes along, it doesn't take long to enjoy what it has to offer. The title is called "Reel Fishing" and that's just what it feels like.

With the superb video graphic sequences that take you right to the great outdoors and the excitement of seeing how much of a fight these fish put out, you won't be disappointed with what this fun game can do.

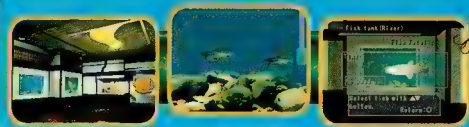
When playing, keep in mind some general methods—listed on the right—to outsmarting the fish. For example, never struggle with the fish. Let it slow down before reeling it in.

It would be a lot more fun to go fishing with a real pole, on a real boat with real bait. But when you're pressed for time or if it's raining cats and dogs, you might be better off crashing on your couch and doing some "Reel Fishing."

—Carey "Rhyphobia" Wise

strat-stats

time to complete: 8-10 hours
challenge: moderate
largest fish: 5-ton whale (I think)
fish that got away: 63
latest phenomenon: Howard got a haircut



Reel Fishing is a fishing game for the PlayStation 2. It's a fun game that lets you catch a variety of fish in different environments. The game is easy to play and has a lot of replay value. It's a great game for anyone who likes fishing or just wants a fun game to play.

REEL FISHING

Tips to Keep in Mind

- Timing is everything! Each fish reacts differently, depending on how you approach it. Know when the right time is to set the hook!
- Keep the line taut just as soon as the fish begins to bend and struggle. But don't begin to reel in until the fish begins to slow down from a breakaway.
- Be sure to pull your fish out of the water at the right time. Just as soon as its head comes out of the water, pull it out.
- If things are slow, switch bait. Try various rods and lures; you might find that one works well in the area you're fishing in.
- If things are still slow and the fish are leery, return to the Aquas Room for a break or come back in an hour. You'll have more luck at a different time.



When fishing at a designated level, be sure to cast in various areas. Here, a lake most of my prize cutthroats just to the right of the farthest waterfall.



How to Catch 'Em

Trout



Trout are one of the easiest of the bunch. Just be sure to set the hook just as soon as they clump down on your hook.

Char

Char tend to be more tricky. They will play with your bait and then bite. Wait until the second or third attempt before setting the hook. Keep the line tight and the tip of your pole high.

Bitterling

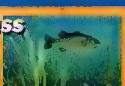
These little guys tend to scare easily, so try not to make sudden movements. Try jiggling your bait to attract them, but not too close. They also easily slip off the hook, so keep the line taut.

Carp



These fish will try to nibble at your doughball until there's no more. They are also heavy, so don't fight hard to reel them in. Let them wear themselves out.

Black Bass



At Bass Lake, try different areas. Switch lures from time to time to keep things alive. It seems that the Buzz bait and the Spinner lures work the best out of most of the lures offered. Black bass will also try to wiggle off the hook, so again, keep your line taut!

Cutthroat



This had to be one of my most frustrating catches. Cutthroat love to fight and take off with your best lure! Try using your fly rod and any of the rumbly flies to nab these buggers!

Bluegill

You may have caught one of these guys when going for a black bass. Although small in size, they still put up a fight. Just wear them out by letting them swim and then reel in.

Salmon



Timing is key with salmon. Try using the fly rod. Once they take off, wait until they stop before reeling in. Never try to fight these heavy fish.

Master Fisherman

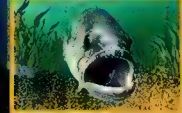
Once you have caught your quota on Bitterling and have met your own little quest, you are probably on your way to the next wave of becoming a master fisherman. There are three plates you must fill to rank on each level. After you have completed each stage, you should hear a sound to signal that you have accomplished that stage. Continue to refer to the records within the album to inform yourself of the goals you need to reach.



After breaking the records for the largest fish in the album, you will be rewarded the title of the "Fishing Master" for your expert fishing skills. Although this may sound easy, you will most likely go through many lost lures, thrown fishing poles (or controllers) and angry words before getting there!



After completing your requirements on the first level, refer to the album to view your goals for the next level. Once you have completed all three, you are the master of fish!



NOW, WAYNE GRETZKY CAN FACE
WHAT OVER 600 NHL® PLAYERS FEAR MOST.

HIMSELF.

The NHL & NHLPA Present
WAYNE GRETZKY'S 98
3D HOCKEY
AS REAL AS IT GETS WITHOUT LEAVING HP.

He holds more career records than any player in NHL history. And we took his speed, moves and cunning and put them right into Gretzky's 98 3D Hockey. It's not just a game. It's an NHL war zone, with active trading, player stat cards and a new, advanced simulation mode that even the real Gretzky could have a hard time beating. Wanna piece of it? Get in line. It's hittin' the ice in November.



THE NHL & NHLPA PRESENT WAYNE GRETZKY'S 3D HOCKEY '98 ©1997 Atari Games Corporation. All rights reserved. THE NHL & NHLPA PRESENT WAYNE GRETZKY'S 3D HOCKEY '98 is a trademark of Wayne D. Gretzky and the National Hockey League Players' Association, excluding the word NHL. NHL is a registered trademark of the National Hockey League. All NHL logos and marks and team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. ©1997 NHL & NHLPA. All rights reserved. Used under license by Atari Games Corporation. Officially licensed by the National Hockey League, National Hockey League Players' Association, NHLPA and NHLPA logo are trademarks of the NHLPA and are used under license by Atari Games Corporation. © NHLPA. Officially licensed product of the National Hockey League Players' Association. Nintendo, Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America, Inc. ©1996 Nintendo of America, Inc. Licensed by Nintendo. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. MIDWAY® is a registered trademark of Midway Games Inc. Used by permission. Distributed by Midway Home Entertainment Inc.

FELONY

1179™



YOU'RE SERVING UP MASSIVE DESTRUCTION AND ROADKILL IS THE MAIN COURSE.



You'll cross over more than a few double yellow lines in this driving game of mass destruction. With limited time to reach your objective, you won't be waiting for any lights to turn green. Whoops! You forgot to knock before pummeling through a neighbor's living room window. Tact never was your strong suit.

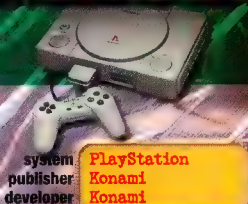
Your weapon is your wheels. And, if you're good, real good, you'll get to drive up to 22 of 'em. Like a limo, a badass pickup, a formula one racer, hell, even a tank if your hot-wiring skills are up to snuff.

Don't expect any citizen-of-the-month award. Expect spine-tingling action, hair-raising crashes and the never-seen-before track cam view.



ASCII
ENTERTAINMENT

© 1997 YANDAMAN GAMES © 1997 CLIMAX. All rights reserved. ASCII Entertainment, Felony 11-79, and the Felony 11-79 logo are trademarks of ASCII Entertainment Software, Inc. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. All other brand and product names are trademarks or registered trademarks of their respective holders.



system
publisher
developer

PlayStation
Konami
Konami

strategy talk

This is the conclusion to the strategy I started in the last issue. The second castle is much tougher than the first. Make sure to equip the Ring of Ares, or you won't do much damage to the enemies.

The order in which you explore the levels is pretty much open to you. Since you already have all of the morphs and jumping capabilities, you can go anywhere. Try going clockwise from the Clock Tower to the Reverse Entrance. This path will take you along the natural difficulty curve. Avoid the centermost levels, as the monsters are significantly tougher.

The last three pages of this strategy guide form a complete list (until I find more stuff...) of all of the items in the game. In the case of the weapons, I've given the special moves if they're available.

—Andrew "Egomaniac"
Baran and
Tracy DiViscuro

strat-stats

how much game?
200.6 percent to find
fun in NAC:

quite a bit
slots on memory card?
just one
worms in burgers...
too many (ewwww)
genestealers in family:
four

SHOWN LAST MONTH

A complete guide to the First Castle...
A complete compilation of every monster in the game...
A complete guide to morphs and familiars...
A list of secrets and mysteries...



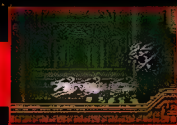
EGM² #40



The entire first castle is shown in great detail.



Every monster and the items it drops.



The morphing abilities as well as the familiars.

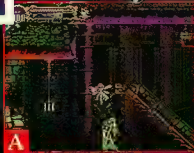
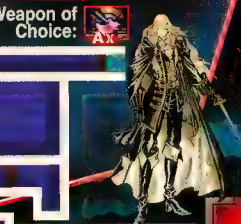


Weapon of
Choice:



Once you have reached the second castle, it'll take a while to get used to how things are set up. **A** First things first, you should get into the secret passage. It's easy to pass up, but you'll get some nice power-ups.

B By flying up onto the throne room's underside, you can find two breakaway wall sections. The one found near where you found the Leap Stone in the first castle contains the Sword of Dawn. That sword can summon forth warriors to fight for you.



Seek out the secret passage by going backward.



Blast a hole in the wall to find the Sword of Dawn.



Teleport in and out of the second castle at will.

ITEM Checklist

- Zircon
- Life Up X3
- Heart Max X3
- Bastard Sword
- Royal Cloak
- Iron Ball
- Sword of Dawn
- Garnet
- Resist Fire
- Resist Thunder
- Resist Stone
- Resist Ice
- High Potion
- Library Card
- Lightning Mail

Castlevania

Symphony Of The Night

PART 2



Clock Tower

Weapon of Choice:



The first thing you'll encounter in this area is Darkwing Bat, the first Boss. After killing it, it's best to go back to the save point in the last area. The upcoming section is pretty tough.

A. The tower gears are swarming with Medusa heads. One wrong jump, and you'll fall back to the bottom. The side-mounted gears can be hit many times. Do this until they click. Do not hit them once they've done this. Hit them all and a secret room will open.

B. In the courtyard, fly around the air to cover all of the ground. Items can be found within this space.



Just like before, hit the gears until they click. No more.



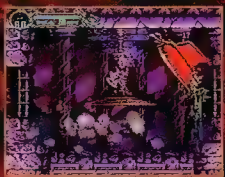
There are items hidden through the open sections.



ITEM Checklist

- Karma Coin
- Magic Missile
- Strength Drug
- Orceclis
- Smart Drug
- Dragon Helm
- Diamond
- Heart Max
- Life Up
- Wonder Drug
- Sunstone
- Pot Roast
- Moon Rod
- TNT
- Ryaku Knife
- Shuriken
- Ring of Vlad (relic)

The key to defeating Darkwing Bat is to stay behind him. If you are in front, you'll get blasted with gusts of wind. Stay behind and toss axes at him. When the bat flies back and forth, turn into your mist form. This will take you out of harm's way for a while. A Soul Steal attack will greatly weaken this foe.



Stay behind the bat in order to avoid the deadly wind gusts.

Darkwing Bat

DARKWING BAT

600HP 1200EXP

Reverse Outer Wall

The Reverse Outer Wall is best taken slowly. You'll have to dodge the stone skulls as you make it to the upper reaches. The deadliest threat you'll find in this location is the Nova Skeletons. One blast from them and you will most likely die. The best way to deal with these guys is to toss an ax through the floor at them. Learn to use cover so you don't get hit.



You can open up yet another warp room from this area.



The Creature does a lot of damage, but he has a simple pattern. Stab him then dodge back. This will work about 10 times. Then the Creature will start to roll. Jump over him five times.



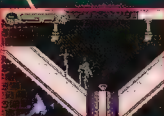
The Creature



Toss an ax to kill the enemies above you.



Turn to mist to get the Shotel and Hammer.



Just under the boat is a Heart Max to find.

Weapon of Choice:



ITEM Checklist

- Dim Sum Set
- Shotel
- Hammer
- Life Up
- Heart Max
- Luck Drug
- Shield Potion
- High Potion
- Garnet
- Tooth of Vlad (relic)

Forbidden Library

The Forbidden Library is pretty much a useless area in the second castle. There is no shop and no Boss. The only real

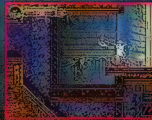
reason for going here is to clear rooms for the overall percentage of the game completed.

You can kill Lions for the Fist of Tulkas. It does a fair amount of damage for a weapon found early on. As an added bonus, it has a special move!

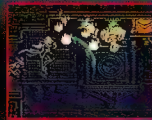
Beware the Tinmen. They do a great amount of damage, and can shoot bullets at you as well.



You can stand under the scarecrows.



Tinmen are the deadliest enemies here.



Break the statues for some nifty items.



Shove the bookcase to find a hidden room.



Weapon of Choice: Ring

ITEM Checklist

- Library Card
- Opal
- Turquoise
- Neutron Bomb
- Badelaire
- Stanrolite
- Resist Fire
- Resist Ice
- Resist Stone

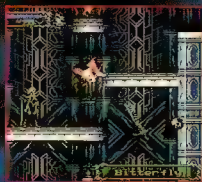
The End is Near!

There are four different endings for Alucard. There are two sets of variables that determine the outcome of your struggles. The first depends on whether or not you wear the Holy Glasses and banish Richter's curse. If you kill him, that's considered a bad move. The second variable is the percentage of the game you've completed. If you see any blacked-out areas or incomplete walls, go to that area to clear it. You must have over 200 percent for the best ending. The maximum anyone has gotten so far is 200.6 percent. To achieve this percentage, you must have found every room and every secret. Using the Lost Level trick with Richter, it's possible to get 203.6 percent!

Necromancy Laboratory

The Necromancy Laboratory is the second deadliest area in the game because of the tough monsters that reside within. Even when you're not fighting the giant beasts, you'll have to be on the lookout. The biggest

cause of death in this region are the darn Bitterflies. They phase in and out, making them near impossible to see. Go slowly in rooms that appear to have no monsters. **HINT:** Wear the Topaz Circlet against Bezelbub to gain life from his hits. They are poison, and the circlet heals all damage from it.



If you see a room without enemies, beware of Bitterflies.

Bezelbub

This Boss is deceptively simple to kill. Turn into the harmful mist and hover about his face. A few seconds later, he dies.



BEELBUB

2000HP. 4444EXP

ITEM Checklist

- Heart Max
- Life Up
- Katana
- High Potion
- Goddess Shield
- Turquoise
- Ring of Arcana
- Mana Prism
- Resist Dark



In this room you can smash through the ceiling and the left-hand wall for secret stuff!



BOSS

Weapon of Choice: Ring

Black Marble Gallery

▲ The Clock in the Black Marble Gallery will only open once you've obtained every fragment of Dracula's remains.

● Watch out for the traps in the floor. They'll trigger once you're between them.

● When you finally reach Dracula, use a Library Card to teleport out. Not only will it register a higher percentage on your Save Game, but an item called the Duplicator will be made available in the shop. The Duplicator can make copies of all of those single-use weapons and items. Unlimited use!



ITEM Checklist

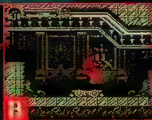
- ❑ Potion
- ❑ Meal Ticket
- ❑ Iron Ball
- ❑ Heart Max
- ❑ Life Up
- ❑ Library Card
- ❑ Resist Fire
- ❑ Resist Thunder
- ❑ Resist Holy
- ❑ Resist Dark
- ❑ Heart Refresh

Weapon of Choice:



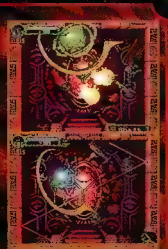
Teleport out while fighting Dracula, and the Duplicator will be available to buy.

Fly over the traps.



Shaft

Shaft's a wimp. You can defeat him with a couple of sword swipes from the Crissaegrim. If it doesn't kill him in a hit or two, use a Soul Steal to finish him off. It actually takes a suicidal player to die at the hands of Shaft.



SHAFT

1300HP OEXP

Dracula's greatest and final form is that of a multiheaded demon. Use the Crissaegrim to whittle away Dracula's life. When the screen gets cluttered with his attacks, use the Hellfire teleport to escape harm. Beat him, and you'll win the game!



Dracula

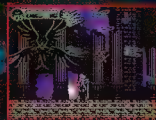
DRACULA

???HP OEXP

Death Wing's Lair

Death Wing's Lair is a strangely named level, particularly because there are no beings called Death Wing here. This level is filled with stalagmites throughout, so you'll want to equip Spike Breaker for most of the time. The Karasuman birdmen will cause the game to slow down massively so only let one on the screen at a time.

The stalagmites count as spikes, so the Spike Breaker armor will prevent them from hurting you. Equip it.



Watch for massive slowdown in this room.



Break the wall on the top left of the big room.

Weapon of Choice:

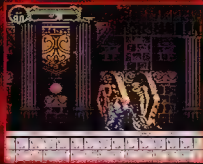


ITEM Checklist

- ❑ Heart Refresh
- ❑ Heart Max
- ❑ Life Up
- ❑ Aquamarine
- ❑ Mana Prism
- ❑ Luck Drug
- ❑ Shield Potion
- ❑ High Potion
- ❑ Sword of Hador
- ❑ Opal
- ❑ Alucard Mail
- ❑ Shuriken
- ❑ Lib. of Vlad (rare)

Akmodan II

Akmodan II is an ancient mummy who is highly susceptible to ax strikes. They'll cause a critical every time. Equip the Axe Armor (kill the spiked ball a lot of times to get it) and you'll kill him without a hitch.



AKMODAN II

1200HP 2500EXP



Reverse Colosseum

The Reverse Colosseum is one of the most intense sections of the game.

There are so many enemies here, the game will slow down. The most notorious enemies will

be minotaurs and werewolves. Use the Hellfire's teleportation to move past the larger groups.

A. There is a secret passage hidden in the floor of one of the rooms. It will lead you to several power-ups, but watch out for an

invisible swordsman near its entrance.

B. The elevator is now gone, so you must fly as a bat to reach all of the floors. Use the Mist form to easily avoid the Stone Skulls that hover about.



One of the best swords in the game can be found quite easily here. Kill the werewolves under the Save Point and eventually you'll pick up the two-handed Yatsutsuna sword, which really carves up enemies.

Weapon of Choice:



Holy Water

ITEM Checklist

- Fury Plate
- Heart Max X2
- Life Up
- Aquamarine
- Gram
- Zircon
- Buffalo Star



Search the floor of the invisible swordman's room for a secret.



Turn into mist to avoid the Stone Skulls. They are a nuisance.



Grant, Trevor and Sypha



Take them one at a time if possible. Soul Stealing will weaken them all. Kill Grant first because he's the weakest. Multihit attacks work.

FAKE GRANT

800HP 1200EXP

FAKE TREVOR

1200HP 1000EXP

FAKE SYPHA

1000HP 1500EXP

Anti-Chapel

The Anti-Chapel is loaded with stuff to find. Check the tower spires (now pointing downward) for a lot of items. The rewards for killing the enemies here are pretty good too.

By killing the Shields that circle to

Puppet Sword; you may find yourself in possession of a Knight Shield.

Explore the Anti-Chapel totally before moving to the connecting levels. The Save Points here are relatively easy (and safe) to get to. Use this place as a staging ground.

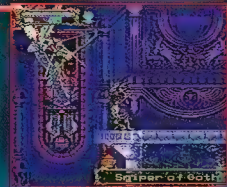


Weapon of Choice:



ITEM Checklist

- Bwaka Knife
- Magic Missile
- Talwar
- Smart Drug
- Mana Prism
- Life Up
- Heart Max X2
- Fire Boomerang
- Javelin
- Boomerang
- Diamond
- TNT
- Shuriken
- Zircon
- Twilight Cloak
- Heart of Vlad



Don't let the Snipers of Goth prevent you from looting the place.



Kill enough shield and eventually you'll get your hands on one.

Medusa

Medusa is a deadly long-range opponent. Get in close until you are almost touching. Her Petrifying Beams will go right over you. Keep on hacking away at her. You might want to equip an offensive familiar, like the sword, to speed up the process. The Fairies will use up your items if you get hit. Remember, get in close!



Stay up close to Medusa and she'll shoot right over you.

MEDUSA

1100HP 2500EXP

Reverse Entrance

The Reverse Entrance is a small area without any Bosses. It does have a warp room. There isn't much to find here.

A: The deadly Nova Skeletons are in this area. Watch out for their blasts: Even by now, they should be able to seriously wound you.

B: The puzzle room is in the second castle as well. Fly through the cave multiple times, and it'll open up a room on the upper right-hand side near the ceiling.

C: The left hallway has a breakable stone at the base of the stairs.



Watch out for the Nova Skeleton's deadly blasts.

Weapon of Choice: **Holy Water**



Fly through the cave to open up a secret room.



Smash the block just above the stairs to find an item.

Dodo Bird

The Entrance is the only place to find a dodo bird. Kill him to get a Runesword or Heart Broach.



ITEM Checklist

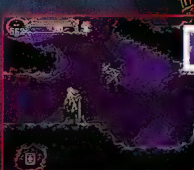
- Talisman
- Life Up
- Heart Max
- High Potion
- Pot Roast
- Anti-venom
- Hammer
- Zircon
- Opal
- Beryl Circle
- Fire Boomerang

Cave

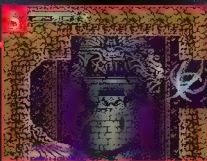
The Cave is the smallest area in the game: The two most common foes you'll find here are Slogas and Gaibons. These guys used to be the first Bosses. By now, they should be pushovers.

Weapon of Choice: **Gem**

You should pass through this area with ease, but do not forget to look for secrets on the left side of the level.



The Devil familiar will hit the switch to open the way.



Strike the upper-left passage to break apart the wall.

ITEM Checklist

- Green Tea
- Wonder Drug
- Alucard Sword
- Shiftake X2
- Power of Sire
- Veil of Vlad (relic)

Shield Rod Effects

The Shield Rod allows you to do different effects depending on the shield equipped.

Leather Shield 10 MP

Defense up. Prevents Alucard from hurting.



Iron Shield 20 MP

A swordsmen materializes to attack enemies.



Knight Shield 10 MP

Simply gives you a small raise to your defenses.



Shamen Shield 10 MP

Temporarily raises Alucard's Intelligence.



Herald Shield 10 MP

Gives Alucard protection from fire and lightning.



Goddess Shield 40 MP

This game provides you with protection from dark.



Alucard Shield 10 MP

This shield does not do any known effects.



Alucard Shield 20 MP

Provides a total resistance to all types of attacks.



Medusa Shield 40 MP

Beams of death seek out each enemy on the screen.



Skull Shield 40 MP

Bones fire a beam of light forward that burns foes.



Dark Shield 20 MP

A skull and soul rise from the darkness and destroy...



AxeLord Shield 20 MP

Sends an axeman out to chase opponents.



Fire Shield 50 MP

Spirals of flame envelope and burn all evil beings.



Death

Death has two forms. The first wields scythes that twirl about the room. Get in close and keep slicing. The second form requires a bit more technique. Stand back from the thing until it tosses its huge scythe, then duck underneath. After that, run past, and stab Death in the back. You'll have to do this many times, but it's pretty easy to survive.



Get in close to Death and stab him repeatedly.

DEATH

888HP 4444EXP

Reverse Caverns

There is a bag of money valued at \$2,000 that you can keep on getting over and over. On the far left of this level is a room filled with Dark Octopuses. By going back and forth through the room, you'll be able to build up your familiars quickly. Also, if

Loads of Fun

Now Loading

Loading can be fun. Surprised? Simply start pressing on the control pad to see some nifty things happen. Now Loading again!

You can beat the Doppleganger just like you did the first. Block his attacks, and get in close. If you equip the Topaz Circlelet, his sword swipes will heal you. His bat thrusts will still harm, so make sure to duck under these attacks.

Doppleganger40

DOPPLEGANGER40

777HP 200IEXP

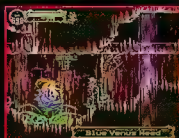


Equip the Topaz Circlelet for an easy battle.

Weapon of Choice: Holy Water

\$2,000

you are interested in increasing your game percentage, transform into the wolf. It can swim in the water to reach the ceiling of the cave. It will fill in the section on the game map.



Use the Yatsutsuna on the Blue Venus Woods.



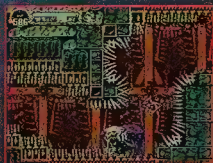
The wolf can swim in the water. Use it to uncover map sections or even swim up the massive waterfall!

- ### ITEM Checklist
- Garnet
 - Shitake X4
 - Toadstool
 - Alucard Shield
 - Osafune Katana
 - Bat Pentagram
 - Potion
 - Life Up X2
 - Opal
 - Diamond
 - Zircon X2
 - Heart Max X2
 - Meal Ticket X5
 - Mana Prism
 - Elixir
 - Pot Roast
 - Glaumdring
 - Peanuts
 - Force of Echo (relic)

Floating Catacombs

The Floating Catacombs are loaded with undead. They regenerate, so you'll want to keep on moving.

The easiest way past is to use the mist form, but expect some serious slowdown as a result. Remember to equip the Spike Breaker armor in this level. Spikes hurt bad.



The room next to the first save room has a breakable wall.



Undead spring eternal from the ground. Keep moving or die!

ITEM Checklist

- Magic Missile
- Buffalo Star
- Life Up X2
- Heart Max X2
- Shield Potion
- Attack Potion
- Necklace of J
- Diamond
- Ruby Circlelet
- Karma Coin X2
- Resist Fire
- Resist Thunder
- Red Bean Bun
- Elixir
- Library Card
- Gas Cloud (relic)



The Salome witch has a shield on her. Leap behind and slash. When she turns around, do it again!



Galamoth is probably the easiest Boss if you are equipped properly. Simply wear the Beryl Circlelet. Every time Galamoth does his lightning attack, you will be healed. Keep hitting him, and eventually you will win by attrition.

Galamoth

GALAMOTH

???HP 9999EXP

Weapon of Choice: Gem

	Alucard Sword Mother's family heirloom	Attack: 42	A, D, F, F+ATTACK
	Alucard Sword Resembles the family sword	Attack: 2	
	Bedelair Power Increases with gameplay	Attack: 41	
	Basilard Basic short sword	Attack: 1	
	Bastard Sword Hand-and-a-half sword	Attack: 20	
	Bekatoxa Plain, easy-to-use war sword	Attack: 14	
	Blus Knuckles Knuckles for uppercut	Attack: 8	
	Broadsword Simple mercenary's sword	Attack: 12	
	Chakram Sikh steel throwing ring	Attack: 15 Extended Reach	A, D, F, F+ATTACK
	Claymore Scotch sword	Attack: 26 Thrust!	
	Combat Knife Flat combat dagger	Attack: 24	B, F+ATTACK
	Crissaegrim Countless blades dice enemy	Attack: 36 Defense: 1	
	Cutlass Sword of the English navy	Attack: 7	
	Damascus Sword Fine sword, honed to a razor-edge	Attack: 17	
	Estoc German thrust sword (two-handed)	Attack: 39	
	Falchion Norman curved sword	Attack: 10	
	Firebrand Fire sword of Oberon	Attack: 25 Special Move: Fire Strike	A, D, F, F+ATTACK
	Fist of Tulkas Blessed by Tulkas the Valar	Attack: 39 Defense: 5 Fireball or Punch	A, D, F, F+ATTACK
	Flameberge Flame-edged sword (two-handed)	Attack: 1 Thrust	A, F+ATTACK
	Gladius Sword of ancient Rome	Attack: 6	
	Glaumdring Sword forged by elves	Attack: 35 Defense: 2	
	Gram The sword named Gram	Attack: 30	
	Great Sword Great Sword of Aubee (two-handed)	Attack: 68	
	Gurthang Gets stronger when bloodied	Attack: 25 Defense: 1 Blood Drain	A, D, F, F+ATTACK
	Harper Harper	Attack: 29	
	Heaven Sword Enchanted floating sword	Attack: 21 Defense: -2 Extra Range	D, D, F, F+ATTACK
	Holbein Dagger Swift upper diagonal attack	Attack: 6	
	Holy Rod Anointed rod	Attack: 12 Light of the Savior	A, F+ATTACK
	Holy Sword Cross hit-strong vs. Undead	Attack: 26 Bask in His Light	A, D, F, F+ATTACK
	Hunter Sword Ivory-handled hunting sword	Attack: 20 Defense: -1	
	Icebrand Ice sword of Mimi	Attack: 25 Ice Blast	A, D, F, F+ATTACK

	Iron Fist Owned by Karate Master	Attack: 26 Fist of the North Star	A, D, F, F+ATTACK
	Jewel Knuckles Jewel-reinforced knuckles	Attack: 21	
	Jewel Sword Transforms enemies into jewels	Attack: 15 Coin Trick	A, D, F, F+ATTACK
	Katana Unsigned Katana (two-handed)	Attack: 32 Twirl Attack	D, D, F, F+ATTACK
	Knuckle Duster Iron-studded brass knuckles	Attack: 1	
	Mablung Sword Spirit sword, improves Defense	Attack: 39 Defense: 2	
	Mace Iron cudgel	Attack: 9	
	Marsil Sword Powerful sword of flame	Attack: 33 Defense: 1 Explosion	D, D, F, F+ATTACK
	Masamune Legendary masamune katana (two-handed)	Attack: 40 Defense: 30 Tele-Strike	A, D, F, F+ATTACK
	Moon Rod Rod with lunar markings	Attack: 17 Lunar Threat	A, D, F, F+ATTACK
	Mormegil Black sword, strong vs. Holy	Attack: 25	
	Morningstar Spiked iron club	Attack: 11	
	Mournblade Feeds upon enemies' souls	Attack: 26 Defense: 1	
	Muramasa Bloodthirsty sword (two-handed)	Attack: -5 Defense: -4	
	Namakura Poorly made sword (two-handed)	Attack: -5 Defense: -5	
	Nunchaku Strikes enemy twice	Attack: 10 Defense: 10	
	Obsidian Sword Two-handed obsidian sword (two-handed)	Attack: 42	A, F+ATTACK
	Orcrist Sword forged by elves	Attack: 26	
	Oasune Katana Oasune-made katana (two-handed)	Attack: 50 Defense: 10 2 attacks	A, D, F, F+ATTACK
	Rapier Long-bladed thrusting sword	Attack: 7 Multi-stab Attack	A, D, F, F+ATTACK
	Red Rust Rusty red sword (two-handed)	Attack: -2 Defense: -2 False Attack	A, F+ATTACK
	Runesword Flying rune-inscribed sword	Attack: 40 Defense: -4	
	Saber Light calvary sword	Attack: 9	
	Scimitar Single-edged curved sword	Attack: 5	
	Shield Rod Extra effective with shield	Attack: 11 Defense: 2 Multieffects	A, D, D, F, F+ATTACK
	Short Sword Common short sword	Attack: 2	
	Shotel Abyssinian curved sword	Attack: 20 Blade Throw	A, D, D, F, F+ATTACK
	Star Flail Flail with spiked balls	Attack: 15	
	Stone Sword May petrify enemies	Attack: 1	
	Sword Familiar Sentient sword familiar	Attack: increases with its level	
	Sword of Dawn Summons Dawn Warriors (two-handed)	Attack: 27 Summon Dawn Warriors	A, D, F, F+ATTACK

	Sword of Hador House of Hador heirloom	Attack: 24	
	Takemitsu Two-handed sword (two-handed)	Attack: 1	
	Talwar Curved Indian sword	Attack: 22	
	Terminus Est Poisoned executioner's sword	Attack: 32 Defense: 2	
	Thunderbrand Lightning sword of Indra	Attack: 25 Lightning Strike	DEF +10
	Tyrting Cursed dark sword	Attack: 30	
	Vorpal Blade Slices cleanly through enemies	Attack: 25	
	Were Bane Effective against werebeasts	Attack: 19 Rapid Slice	DEF +ATTACK
	Yatsutsuna Yatsutsuna-made blade (two-handed)	Attack: 60 Defense: -20	
	Zwei Handler German two-handed sword (two-handed)	Attack: 29 Thrust	DEF +ATTACK

Shields	Alucard Shield	Strong vs. all attacks	
	Alucart Shield	Resembles family shield	
	Axelord Shield	Favorite shield of Axelords	
	Dark Shield	Inholy dark shield	
	Fire Shield	Shield with fire properties	
	Goddess Shield	Engraved with Goddess image	
	Herald Shield	Shield with heart crest	
	Iron Shield	Hard iron shield	
	Knight Shield	Armored knight's shield	
	Leather Shield	Leather shield	
Headgear	Madama Shield	Gorgon-headed shield	
	Shaman Shield	Shield used in magic ritual	
	Skull Shield	Shield with knight's crest	

Capes	Blood Cloak	Converts damage to hearts	
	Cloth Cape	Well-made but shabby-looking	
	Crystal Cloak	Enchanted semi-invisible cape	
	Elven Cloak	Perfect for forest camouflage	
	Joseph's Cloak	Select color (system menu)	
	Reverse Cloak	Dual-colored reversible cape	
	Royal Cloak	Gorgeous blue cape	
Headgear	Twilight Cloak	Black cape for vampires	

Headgear	Ballroom Mask	Mask used at a ball	
	Bandanna	Protects sensitive head parts	
	Beryl Circlet	Restores HP by lightning damage	
	Cat-eye Circlet	HP restore by cat damage	
	Circlet	Circlet	
	Dragon Helm	Frightens enemy, lowers DEF	
	Felt Hat	Felt hat	
	Goggles	Comfortable eye protection	
	Gold Circlet	Restores HP by holy damage	
	Holy Glasses	Sees beyond magical curses	
Headgear	Leather Hat	Tanned leather hat	
	Ruby Circlet	Restores HP by fire damage	
	Silver Crown	Increases Intelligence	
	Steel Helm	Standard adventurer's helm	
	Stone Mask	Ancient ceremonial stone mask	

Sunglasses	Cool-looking sunglasses
Topaz Circlet	Restores HP by poison damage
Velvet Hat	Velvet hat

Alucard Mail	Resists fire, lightning, ice
Alucart Mail	Resists fire, lightning, ice
Axelord Armor	Wearer becomes an axeknight
Bronze Cuirass	Bronze cuirass
Brilliant Mail	Increases subweapon strength
Cloth Tunic	Simple cloth tunic
Dark Armor	Impervious to evil attacks
Diamond Plate	Diamond breastplate
Fire Mail	Strong vs. fire-based attacks
Fury Plate	DEF goes up when damage taken
God's Garb	Strongest of all armor
Gold Plate	gold breastplate
Healing Mail	Restores HP while walking
Hide Cuirass	Tanned leather cuirass
Holy Mail	Strong vs. holy attacks
Ice Mail	Strong vs. ice-based attacks
Iron Cuirass	Iron cuirass
Lightning Mail	Strong vs. ice-based attacks
Mirror Cuirass	Polished to resist stoning
Mojo Mail	Increases magic attack power
Platinum Mail	Platinum breastplate
Silver Plate	Silver breastplate
Spike Breaker	Spike-breaking armor
Steel Cuirass	Steel cuirass
Walk Armor	DEF increases with map coverage

Armor

Bat Card	Summons "Bat" familiar
Cube of Zoe	Causes items to materialize
Demon Card	Summons "Devil" familiar
Echo of Bat	Use radar as bat
Eye of Vlad	One of five treasures. Luck +10
Faerie Card	Summons "Faerie" familiar
Faerie Scroll	Displays enemy's name
Fire of Bat	Shoot fireballs as bat
Force of Echo	Attack with radar waves
Form of Mist	Transform into mist
Gas Cloud	Transform into poisonous cloud
Ghost Card	Summons "Ghost" familiar
Gravity Boots	Wearer can jump high
Heart of Vlad	One of five treasures. Voids Curses
Holy Symbol	Protection while underwater
Jewel of Open	Can open locked blue doors
Leap Stone	Wearer can do a double jump
Merman Statue	Summons the oarsman
Nosedevil Card	Summons "nose-devil" familiar
Power of Mist	Extends mist transform time
Power of Wolf	Run swiftly as wolf
Rib of Vlad	One of five treasures. Con. +10
Ring of Vlad	One of five treasures. Int. +10

Relics

Charms

Skill of Wolf	Special move as wolf
Soul of Bat	Transform into bat
Soul of Wolf	Transform into wolf
Spirit Orb	Shows enemy damage
Sprite Card	Summons "Pixie" familiar
Sword Card	Summons "Sword" familiar
Tooth of Vlad	One of five treasures. STR. +10

Ankh of Life	Improved heal item power
Aquamarine	Fairly valuable ring (salable)
Bloodstone	Improves blood-healing ability
Covenant Stone	Gemstone Buckle Str. +15
Diamond	Highly valuable ring (salable)
Duplicator	Duplicates items
Garnet	Valuable ring (salable)
Gauntlet	Attack +5
Gold Ring	Inscription "wear...Clock..."
Heart Broach	Reduces heart consumption
King's Stone	Gemstone Buckle Str. +10
Lapis Lazuli	Jewel that brings luck
Medal	Defense +1 Attack +1
Moonstone	Improves status after sunset
Mystic Pendant	Improves Mp restoration rate
Nauglamir	Dwarven necklace Defense +15
Necklace of J.	Defense +5
Opal	Valuable ring (salable)
Ring of Arcana	Increases rare item appearance
Ring of Ares	Confers strength of 24 men
Ring of Fearor	Increases overall strength
Ring of Pales	Ring with holy powers
Ring of Varda	Golden ring to rule over all!
Secret Boots	Discreetly increase height
Silver Ring	Inscription "...in...Tower"
Staurolite	Strengthens power of the cross
Sunstone	Improves status after sunrise
Talisman	May absorb damage taken
Turquoise	Fairly valuable ring (salable)
Zircon	Sparkling ring (salable)

One-Shot Weapons

Bat Pentagram	Damages all enemies
Boomerang	Anti-aerial weapon
Buffalo Star	Razor-sharp master star
Bwaka Knife	Bwaka throwing knife
Cross Shuriken	Powerful throwing stars
Dynamite	Powerful! Be careful...
Fire Boomerang	Flaming boomerang
Flame Star	Flaming throwing star
Iron Ball	Platelord's iron ball
Javelin	Throwing spear
Karma Coin	Coin with two effects
Magic Missile	Shoots a magic missile
Monster Vial 1	Summons a merman ally
Monster Vial 2	Summons bat ally
Neutron Bomb	Damages all enemies
Monster Vial 3	Summons skeleton ally

Pentagram	Damages all enemies
Power of Sire	Damages all enemies
Shuriken	Japanese throwing stars
TNT	Creates a pillar of flame

Anti-venom	Cures poisoning
Apple	Crunchy delicious apple
Attack Potion	Temporarily raises your Attack
Banana	Best when nearly rotten
Barley Tea	Cool barley tea
Cheese	Delicious cheese
Dim Sum Set	Three Dim Sum dishes
Elixir	Restores all HP
Frankfurter	Local favorite
Grapes	Juicy seedless grapes
Grape Juice	Cooked with coconut milk
Green Tea	Japanese green tea
Ham and Eggs	Increases cholesterol
Hammer	Unpetrify
Heart Refresh	Restores 500 hearts
High Potion	Restores 1/2 HP
Ice Cream	Three-layer ice cream
Library Card	Enchanted Library card
Luck Drug	Temporarily raises Luck
Lunch A	Lunch Set A
Mana Prism	Restores all MP
Meal Ticket	Mystery food ticket
Miso Soup	Japanese miso soup
Morning Set	Eggs, toast and coffee
Natou	Smelly fermented soybean
Peanuts	Honey-roasted peanuts
Pineapple	Spicy Tropical Fruit
Pizza	New York style
Pork Bun	Chinese pork bun
Pot Roast	Castlevania pot roast
Potion	Restores some HP
Ramen	Chinese ramen noodles
Red Bean Bun	Chinese red bean bun
Resist dark, fire, holy, ice, stone, thunder	Resistances
Shield Potion	Temporarily raises DEF
Shiitake	Japanese mushroom
Shortcake	Strawberry shortcake
Sirloin	Sirloin steak
Smart Drug	Temporarily raises Intelligence
Strawberry	Ripe red strawberry
Strength Drug	Temporarily raises Strength
Sushi	Toro, ebi, tamago...
Tart	Strawberry tart
Toadstool	Poisonous mushroom
Turkey	Roast Turkey
Uncurse	Removes curses
Wonder Drug	Resurrection drug



system
publisher
developer

PlayStation
Crystal Dynamics
Crystal Dynamics

strategy talk

Cystal Dynamics has done it again.

Pandemonium 2 is totally awesome. It has so many different gameplay elements that every level offers something new. Not only that, but each level is huge. One level in P2 would equal about five in most others.

The best character to use overall is Nikki. Her Double Jump and electricity make her the ideal choice. Only two levels really require Fargus: Goon City and the Zoul Train levels.

The gameplay is purely 2-D, with the visuals done in a 3-D style.

Pandemonium 2 focuses on timing. In fact, the best tip that works for most of the levels is to take them slowly. If you try to run through the game, you'll die quickly.

As long as you take down the passwords, you don't have to worry about getting the treasures or the extra lives. Try to get everything for fun. After all, that's what video games are for.

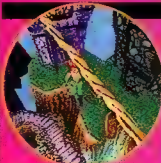
—Andrew "Egomaniac"
Baran

strat-stats

better than the original? **totally**
strangest level: **Lick the Toad**
favorite level: **Ice Prison**

best movie so far: **The Game**
waiting for: **Starship Troopers**

WHAT'S NEW?



The game has been enhanced with characters now able to hang and climb. Many levels, especially Pipe Haus, feature sections where you hang.

NIKKI

1. Nikki now has the ability to fire lightning at foes once she's collected the proper power-up. 2. Not only that, but she can have unlimited blasts of plasma too! 3. Nikki is still a favorite, because of her life-saving double-jumping ability.



FARGUS

1. Fargus can now inflate enemies Dig Dug-style, and use them as a trampoline. 2. Another quirk of this loony guy is the occasion to burst into flame. Anything he touches gets charred! 3. And he still retains the ability to throw his puppet.



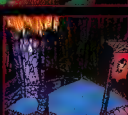
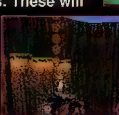
	HEALTH Heals up one segment of life.
	KEY Opens up secret areas and items.
	EXTRA LIFE Gives you one more chance.
	WEAPONS These let you attack enemies.

GOODIES

Pandemonium 2™

GOON CITY

LEVEL 1: The first level is pretty straightforward, but there are a few secrets to look for. The first only Fargus can get to (see below). Once in the city, you can find trampolines inside two of the chimneys. These will let you reach some items that are high up. There is another secret you can unlock by walking into one of the towers. The floor will drop, and you'll fall onto some goodies.



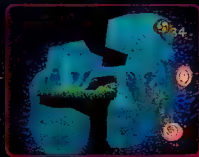
Use the chimneys to bounce high.

Enter this tower for a secret.



ONLY FARGUS' NEED APPLY...

When Fargus throws his puppet, he can change its course mid-flight. Practice this by entering a secret room in the beginning of the first level. Simply chuck the puppet at the target. This is the only way to get all treasures.



BOARDER RUN

Collect 90 percent or higher of all the items in a single level, and you'll get to play Boarder Run. This fast-paced level has you trying to race an ominous circle of mist as you try to pick up as many items as possible. If you get caught, you must start over. Get caught too many times and you're dumped out.

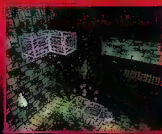


Duck under the ducks, or you'll get slowed down.

ICE PRISON

LEVEL 3: The biggest danger you'll find on this level is the avalanche of boulders. Move slowly, and look for a few falling stones. Where you see them, a boulder is sure to fall. Time yourself.

The character of choice for this level is Nikki, as her jumping skills will allow her to reach all of the hidden items in this level. Fargus just can't make some jumps.



You must jump on top of the enemy in order to reach the caged section above.



The boulders are signaled by a few snowballs. Move slowly and cautiously, and you should be able to avoid them. Just don't run through the level.



Jump behind the ice flow.



Dodge under the spikes...



Jump on the enemy's head to find a special room loaded with treasure.



HOT PANTS

Boss: This level is a battle against a giant dragon that's guarding the rocket into space. To defeat him, strike him five times with the rocks from either of the two catapults. When you see signs pop up, run as fast as you can to the hole between the catapults. There's a trampoline down there, so it's a good place to avoid the dragon's fire.

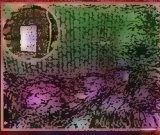
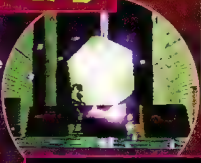


Fire the catapults at the dragon as he flies around.

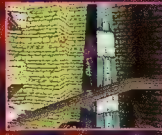


ZORRSHA'S LAB

LEVEL 3: The two elements you'll find causing the most trouble are the glass domes and the metal strips. The domes flash and then fry anything on them. You can time your jumps on them so that you avoid the electric burst. The metal strips will send a wave of power over them. Simply jump over it to continue.



Open the doorways by getting the keys.



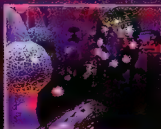
You must chase the extra life to get it.



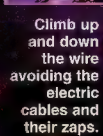
The main electrical nightmares are:
1. The glass domes,
2. the metal strips
and 3. the hot wires.

STAN'S THE MAN

LEVEL 5: This is one of the toughest levels. You'll have to learn to make split-second decisions. For example, you must climb and descend on a rope to avoid getting hit. Even tougher, there are anti-gravity rings you must leap through to propel you over nasty pits. The Boss is The Man, known to his friends as Stan. He's simple enough to defeat.



Leap through the rings to get a boost than can get you over the treacherous chasms.



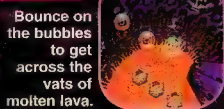
Climb up and down the wire avoiding the electric cables and their zaps.



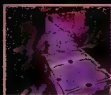
STRATEGY: The easiest way to defeat The Man is to grab the power-up and get to the trampolines. Bounce over the Boss and shoot him in the back. Then, jump over him again.

OYSTER DESOYSTER

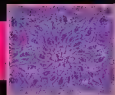
LEVEL: This level is all about jumping. You must learn to master the bouncing platforms. The hardest part of this level comes at the very end. You will come across a green globe. When you touch it, the doorway on the opposite side will open. You must bounce onto the upper platform and slide down it into the doorway before it closes.



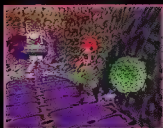
Bounce on the bubbles to get across the vats of molten lava.



Get the key in the first pit to open up a bonus area on the left side.



Use the vacuums to get higher, but watch out!



Hit the globe to open the far end doorway.



HOT ITEM: There are propeller thingamajigs that can be acquired in the giant pods. They can carry you upward until they hit the ceiling.



PUZZLEWOOD

LEVEL 7: Puzzlewood is one of the most gameplay-intensive levels in the game. Timing is essential as you move from vine to vine. Nikki, and her lightning, is best suited for this place.

The Boss is a witch who tosses fireballs at you. The key to beating her is to bounce onto the trampoline, then on her head.



Jump into the light to get propelled upward.



You must time your movements on the vines.



BOSS



EGG! EGG!

Boss: The key to beating the giant egg Boss is to watch his "tells." By studying his movements, it's possible to predict what he'll do next.

If Egg! Egg! moves his arms up and down slowly, that means he'll spin around. Avoid this by ducking.

If he flaps his arms like a bird, it means he's gonna grab at you with both hands. Once again, duck. His third attack is where he shakes both arms quickly. Jump over his fist.



If he moves his arms slowly up and down, he'll spin.



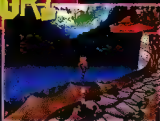
Shoot him in the yolk. That's his only weak point.



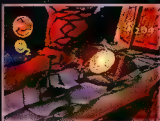
TEMPLE OF NORT

LEVEL 8: This is one of the longest and toughest levels in the game. There are a few things that'll help you make your way through the temple. You can push the giant turtle where you want it, and use it as a trampoline. Second are the nunchaku-wielding enemies. If you jump on them, you'll be propelled upward.

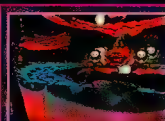
You'll probably wonder how to open the gates. Hitting gongs or collecting keys will do the trick.



You can push the turtle to where you want it.



Hit the gongs to open up the large gates.



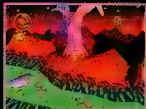
RACE THE MONKS TO THE TOP!

There is a special race where you must climb up a spiraling faster than the monks can hover. Use the trampolines to bounce to the next floor.

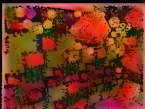


HUEVOS LIBERTAD!

LEVEL 10: This level gets confusing about halfway through. The key is to find the portals that will teleport you further into the level. Move to the far left after entering the bouncing-area portal to find the proper way out.



Bounce on the little guys to get across.



Bounce your way to the upper portal.



SAVE THE LITTLE GUY!

If you free the little pink guys from prison, they will help you throughout the level. They turn into platforms to jump on to.

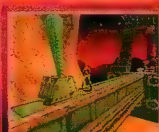
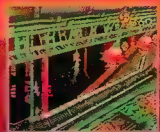


PIPE HAUS

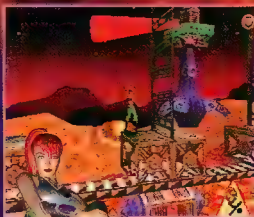
LEVEL 11: This level will test your mettle against a variety of dangers involving climbing.

Throughout the level, you will hang from steel girders over certain doom. To make matters worse, there are spikes that you must either jump over or time your way past.

If you want to collect all of the treasures in this level, you must free each and every pink guy. They will form platforms that you can use to reach items without getting hurt. Nikki is the best character to use, because of her double jump.



HANG ON FOR YOUR LIFE...BETTER LEARN TO DODGE SPIKES...



Free the pink guys, and they'll transform themselves into bouncy platforms.

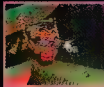
Collect an extra life by hopping on top of the outlet pipe after the spring boards.



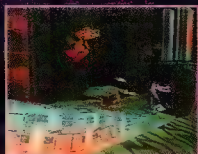
The trickiest part of the Pipe Haus involves the giant switch. Push it, and then run toward the pink guys. Jump over the first group, and then onto the second. The guys will rise up, letting you progress. If you jump on the first set of pink guys, you'll have to start over.

HATE TANK

LEVEL 12: Start out this level being chased by a giant mech. When all looks hopeless, you can hop into a tank and exact revenge. The rest of the level has you sadistically pounding an enemy installation with artillery fire. By moving back and forth you can spray almost any bad guy.



Run for It!
Run as fast as you can before you get mowed down.

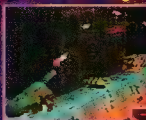


Charge the mortar, because it cannot hit you up close.

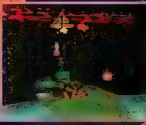
You can run over the Infantry! It's easy.

Mastering The Turret

Artillery:
Keep a barrage of fire going at all times to knock out attacking foes.



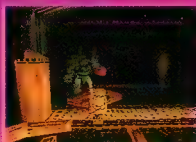
3-D Firing
Fire into the background to destroy shield generators in your way.



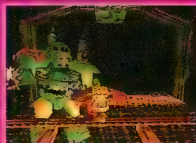
MR. SCHNEBELN

Boss: You start out by reflecting shots at an ammo dump. After you destroy the top and sides, the Boss will appear. He'll run at you, with only your flipper of death to protect you. You'll damage the Boss quicker by reflecting the shots at the mech, rather than the sections along the wall.

After a while, the Boss will catch up to the APC and start to swing his arm at you. Feint one way, and dodge the other.



Bounce the shots back at the giant mech to wound it.



Dodge his arm easily by feinting a direction first.

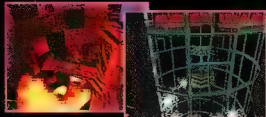
FANTABULOUS

HOW TO SOLVE...

LEVEL 13: This level is a lot of fun, with the second half loaded with puzzles. The first set of challenges will be a series of spinning blades. These are easy to get past if you keep moving. If you stop, you'll probably be hit.

After the puzzle room, the place will start to fall apart. You must ride an escape pod and dodge arcs of electricity.

1. Take a right at the rotating room, push in the plunger all the way. Hit the switch. Drop.
2. Take a right. Get to the plunger. Push it in half way, hit the switch, then push the plunger the rest of the way. Go right and head up.



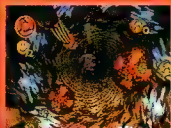
You must escape in a pod. Rotate to find the open spot in the electricity.



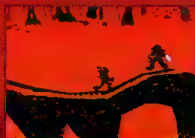
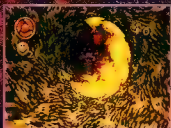
Get the key in the start to unlock a secret room.

COLLIDE-O-SCOPE

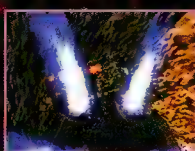
LEVEL 15: This level has you piloting a mech. It has its own controls. You won't have time to get used to them, as you come under fire quickly. Chase a rocket down a tube, dodging missile blasts. After the tube is a side-scrolling section. This part has you facing off against other armored opponents. Then you get to fly down another tube. Then more side-scrolling. Things get tough and quick!



PURSUIT: Dive down a giant tube dodging missile blasts. Remember to fly opposite the side the missile goes down.



It's easier to hop on an enemy's head than to shoot.



Look for life power-ups hidden around the rockets.



Remember to keep pressing down while you fire. That way your shield will be up.



Enter into the comet and you'll know you survived.

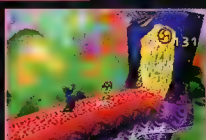
INTO THE COMET

THE ZOUL TRAIN

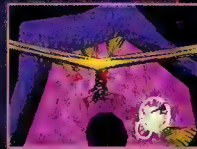
LEVEL 16: The Zoul Train is an interesting look at the insides of Fargus' mind. There are some peculiar things to deal with here (including mild hallucinations from playing too long).

You will come across "strutting" legs. You can hold onto its uh, groin region to carry yourself over some treacherous terrain.

Move carefully and this level is a snap!



Kill off the wizards to open up the gates to the later sections.



Jump past the falling faces to pick up some items.

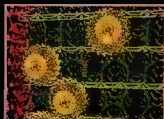
THE EVIL QUEEN

Boss: This lady circles around the mouth, tossing fireballs your way. The biggest danger is accidentally falling off. Guide Fargus' puppet down at her to beat the level.

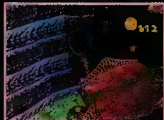
THE BITTER END

LEVEL 18: The Bitter End is the last actual level, and is by far the toughest level in the game.

The first segment is a climb to the top of a series of catwalks. Then, you must trigger a switch to open a portal. As soon as you hit the switch, prepare to run for your life. Good luck, you'll need it.



Dodge spikes and blades to escape.

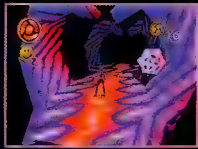


Find the anti-gravity boots then explore.

LICK THE TOAD

LEVEL 17: If you want diversity, Lick the Toad is the level for you. The level is designed pretty simple. The hazard here is the number of visual illusions that will throw off your timing.

Use all of the skills you've built up to get past this level. It should be no problem.



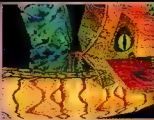
This area rotates quite a bit, but it poses little threat.



Jump from glider to glider to avoid stuff.



Can you beat the bee to the end of the level?

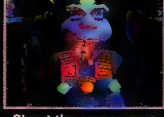


Dodge the toads or they'll start licking you.

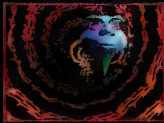
ALMOST TO THE END...

RUB THE BUDDHA

LEVEL 19: The last Boss is a giant Buddha sprinkled with green gems. Dodge fireballs, while shattering each one. Don't forget the three that are on his back. When fighting his head, he'll fly out at you. Shoot the gem when he opens his mouth up.



Shoot the green gems that cover Buddha.



Dodge his head and aim for the gem.

VIDEO GAMES: PLAYSTATION

Title	Release	Price	Title	Release	Price	Title	Release	Price	Title	Release	Price
ASOII Sphere 360	NOW	\$69	Command & Conquer	NOW	\$46	Grand Theft Auto	NOW	\$51	Nightmare Creature	NOW	\$49
Asa Combat 2	NOW	\$49	Constructor	NOW	\$49	Heavy Gear	02/98	\$49	Nuclear Strike	NOW	\$46
Alpha Storm	NOW	\$49	Contra	NOW	\$46	Heroes' Adventures	NOW	\$40	Odd World	NOW	\$49
Alundra	NOW	\$49	Cool Boarders 2	NOW	\$42	Interella '97	03/98	\$49	Ogre Battle	NOW	\$50
Amiga Racing '97	NOW	\$49	Courier Quest	NOW	\$46	Joust Epic	NOW	\$44	PDA Tour '98	NOW	\$46
Angus Prehensy	02/98	\$49	Crash Bandicoot 2	NOW	\$49	Lost World	NOW	\$44	Parasitum 2	12/97	\$49
Army Men	NOW	\$49	Crimin' Killa	02/98	\$50	MDK	NOW	\$46	Parasite Eve	02/98	\$69
Asid Grip V	NOW	\$29	Croc	NOW	\$49	MK Mythologies	NOW	\$45	Rampage Wild Tr	NOW	\$45
Auto Destruct	NOW	\$46	Dark Forces	NOW	\$49	MLB Pro Base 98	NOW	\$36	Resident Evil 2	01/98	\$52
Back With A Vengeance	01/98	\$52	Dead or Alive	NOW	\$46	MLB 97	NOW	\$46	Ridge Racer	NOW	\$44
Battle Sport	NOW	\$36	Death Knight	NOW	\$52	Mace: Dark Age	NOW	\$46	Saga Frontier	01/98	\$54
Batfistations	NOW	\$38	Deathtrap Dungeon	NOW	\$46	Madden FB '98	NOW	\$46	Sign of the Star	NOW	\$50
Between the Bends	NOW	\$49	Dice	NOW	\$54	Mage Slayer	NOW	\$49	Soul Edge	NOW	\$45
Blockades	02/98	\$46	Dice World II	NOW	\$46	Magic the Gathering	NOW	\$50	Storm	NOW	\$50
Blades of Fire	NOW	\$49	Dragon Warrior	01/98	\$56	Master of Monsters	02/98	\$49	Starphace	NOW	\$48
Boat of Fire 3	NOW	\$52	Dragon Knight	NOW	\$42	Medalman 2	NOW	\$49	Strider 2	NOW	\$49
Boat of Fire 3	02/98	\$49	Dragon Hunters	NOW	\$54	Merit Goal Solid	NOW	\$56	Suitmancer	NOW	\$50
Boat of Fire 3	NOW	\$46	Dungeon Keeper	NOW	\$46	Monkey Boy	NOW	\$46	Tactics Ogre	12/97	\$49
Brutal Blade	NOW	\$44	Dynasty Warriors	NOW	\$46	Monsters: Rancher	NOW	\$44	The Tale of the Sun	NOW	\$45
Brutal Brothers	NOW	\$42	FIFA Soccer '98	NOW	\$46	Monstrous City	NOW	\$54	Ten Pin Ships	NOW	\$52
C & C Red Alert	NOW	\$46	Foggy 11/99	NOW	\$44	Myst 2: Raven	NOW	\$49	Ten Pin Ships	NOW	\$44
CDI: A New Breed	NOW	\$46	Final Fantasy Tactics	01/98	\$55	NBA Live '98	NOW	\$44	The Glove	NOW	\$58
Cardinal City	01/98	\$44	Fire & Blood	NOW	\$51	NBA Live '98	NOW	\$44	Time Crisis	NOW	\$59
Cardsmonger	NOW	\$50	Flopping Renter	NOW	\$39	NCAA Football	NOW	\$44	Tom Rader 2	NOW	\$49
Castle of Damned	NOW	\$54	Frank'n Fast	NOW	\$46	NFL Game Day '98	NOW	\$39	Trope Jump	NOW	\$46
Caylighter 3	12/97	\$50	Frogger	NOW	\$50	NFL On Club '98	NOW	\$46	VXIX Racing	NOW	\$46
Clock Tower	NOW	\$44	GEK 2	01/98	\$49	NHL Face Off '98	NOW	\$46	Wild Arms	NOW	\$44
Clock Works	NOW	\$46	Gnome Shark	NOW	\$50	NHL Hockey '98	NOW	\$46	Xenious 3D	NOW	\$44

VIDEO GAMES: SATURN

Title	Release	Price	Title	Release	Price	Title	Release	Price	Title	Release	Price
ASOII Fighter Stick	NOW	\$34	Darkest Conflict	NOW	\$44	Lunacy	NOW	\$49	Resident Evil	NOW	\$44
Avatar Odyssey	NOW	\$52	Darkest Conflict	3	NOW	Linear Director Cut	12/97	\$46	Shining Ark	NOW	\$46
Bar Wars	NOW	\$32	Diable	NOW	\$54	MLBPA	NOW	\$44	Shining Wisdom	NOW	\$42
Bar Wars 2	NOW	\$34	Diamond Arcade	NOW	\$46	Monstrous City	NOW	\$54	Silver Strike	NOW	\$49
Battle of the Robots	NOW	\$34	Dice Masters	NOW	\$44	Medalman 2	NOW	\$38	Star Fighter	NOW	\$44
Bedlam	NOW	\$50	Enemy Zero	NOW	\$49	Mega Man X4	NOW	\$44	Tecmo Super Bowl	NOW	\$54
Bombman	NOW	\$52	FIFA Soccer '98	10/98	\$45	NBA Action '98	03/98	\$52	Ten Pin Alley	NOW	\$44
Clockwork Knight 2	NOW	\$52	Fighters Megamix	NOW	\$52	NBA Action '98	NOW	\$49	Tomb Raiders	NOW	\$50
Colldex	NOW	\$52	Heroes' Adventures	NOW	\$42	NBA Live '98	NOW	\$46	Ultimate Football	NOW	\$46
Command & Conquer	NOW	\$42	Iron Guard	NOW	\$42	NFL On Club '98	NOW	\$42	VXIX Racing	NOW	\$46
Courier: Crisis	NOW	\$46	Legend of Oasis	NOW	\$39	NHL Hockey '98	NOW	\$46	WWF Arcade	NOW	\$29
Croc	NOW	\$49	Legende Fittal '97	NOW	\$45	Nascar '98	NOW	\$46	Wing Arms	NOW	\$26
Crypt Killer	NOW	\$46	Lost Vikings 2	NOW	\$45	NASCAR '98	NOW	\$44	World Series	NOW	\$46
Dark Legend	NOW	\$39	Lost World	NOW	\$44	Quarterback	NOW	\$29	Worldwide Soccer	NOW	\$49

VIDEO GAMES: SNES

Title	Release	Price	Title	Release	Price	Title	Release	Price	Title	Release	Price
Colgate Football '97	NOW	\$54	NBA Live '98	NOW	\$32	Fahrenheit	NOW	\$19	NBA Hang Time	NOW	\$49
Demolition Man	NOW	\$19	NHL Hockey '98	11/97	\$52	Nomadic System	NOW	\$169	NBA Live '98	10/98	\$52
Donkey Kong Country	NOW	\$54	Revolution X	NOW	\$49	Liberity or Death	NOW	\$39	NFL On Club '96	NOW	\$29
Harvest Moon	NOW	\$56	Secret of Evermore	NOW	\$49	Lost World	NOW	\$44	NHL Hockey '97	NOW	\$56
Lost Vikings 2	NOW	\$19	Super Mario	NOW	\$39	Lunar	NOW	\$34	NHL Hockey '98	NOW	\$52
Mad Max	02/98	\$54	Super Mario Kart	NOW	\$34	Luin 2	NOW	\$40	Payday Mail	NOW	\$32
Mortal Kombat 3	NOW	\$59	Timon And Pumba	NOW	\$55	Madden '98	NOW	\$52	Tecmo Super Bowl 3	NOW	\$29
NBA Hang Time	NOW	\$52	WWF Arcade	NOW	\$49	Madden FB '97	NOW	\$54	Vectorman 2	NOW	\$49
NBA Hang Time 3	NOW	\$52	Toy Story	NOW	\$52	Manic Chronicles	NOW	\$42	World Series '98	NOW	\$46

VIDEO GAMES: NINTENDO 64

Title	Release	Price	Title	Release	Price	Title	Release	Price	Title	Release	Price
Beat Games	NOW	\$52	Killer Instinct Gold	NOW	\$72	Breath of Fire 3	NOW	\$11	MK Mythologies	NOW	\$10
Castellana 64	02/98	\$76	Legend of Zelda	03/98	\$79	Donkey Kong Country 3	NOW	\$14	Ogre Battle	NOW	\$12
Caylighter 3	NOW	\$76	Lost World	12/97	\$76	Doom 64	NOW	\$10	Quake 64	12/97	\$10
Cobra's Quest	11/97	\$89	Mace: Dark Ages	NOW	\$79	Duke Rukm 3D	12/97	\$10	Resident Evil 2	01/98	\$9
Contra III	NOW	\$34	Pixel Wings 64	NOW	\$59	Dynasty Warriors	NOW	\$12	Secret of Evermore	NOW	\$12
Contra III	NOW	\$34	Star Wars	NOW	\$34	Final Fantasy Tactics	01/98	\$12	Secret of Mana	NOW	\$12
FIFA Int Soccer	NOW	\$75	Super Mario 64	NOW	\$66	Heretic 64	NOW	\$12	Tome Disciple	NOW	\$12
Golden Eye 007	NOW	\$76	Telesphere	NOW	\$66	Kings Field 2	NOW	\$13	Tomb Raider	NOW	\$10
Justi Epic	11/97	\$76	Wave Race	NOW	\$72	Legacy of Kan	NOW	\$13	Warcraft 2: Drk Saga	NOW	\$12

BOARD GAMES

Title	Release	Price	Title	Release	Price	Title	Release	Price	Title	Release	Price
Asa Baron	NOW	\$27	Kingsmen Chess	NOW	\$13	Deltatone	12/97	\$43	Procy	04/98	\$50
Asis & Allies	NOW	\$35	Lincoln Money	NOW	\$13	Dark Forces: Jedi Knight	NOW	\$53	Prophet	03/98	\$45
Battlefield 4th Ed.	NOW	\$19	Pain Doctor	NOW	\$25	Dark Vengeance	NOW	\$45	Quake	NOW	\$42
Car Wars Deluxe	NOW	\$21	Rais	NOW	\$24	Defiance	NOW	\$40	Quake 2	NOW	\$52
Civilization	NOW	\$29	Robo Rally	NOW	\$33	Hexem 2	NOW	\$52	Scopas	NOW	\$48
Dragon Lords	NOW	\$24	Samurai Swords	NOW	\$33	Magdayler	NOW	\$48	Scopas	NOW	\$48
Empire Builder	NOW	\$25	Smithers of Catan	NOW	\$33	Poslan	NOW	\$40	Urrcal	NOW	\$48
Grand Prix	NOW	\$19	Space Chess 3D	NOW	\$35	Pestil-Liste Editor	NOW	\$48	Curse of Monkey Isle	NOW	\$39
Hobbit Adventure	NOW	\$19	StarCraft	NOW	\$14	Powerwaze	NOW	\$30	Myst 2	NOW	\$52

COMPUTER GAMES

Title	Release	Price	Title	Release	Price	Title	Release	Price	Title	Release	Price
Beat Games	NOW	\$52	Killer Instinct Gold	NOW	\$72	Breath of Fire 3	NOW	\$11	MK Mythologies	NOW	\$10
Castellana 64	02/98	\$76	Legend of Zelda	03/98	\$79	Donkey Kong Country 3	NOW	\$14	Ogre Battle	NOW	\$12
Caylighter 3	NOW	\$76	Lost World	12/97	\$76	Doom 64	NOW	\$10	Quake 64	12/97	\$10
Cobra's Quest	11/97	\$89	Mace: Dark Ages	NOW	\$79	Duke Rukm 3D	12/97	\$10	Resident Evil 2	01/98	\$9
Contra III	NOW	\$34	Pixel Wings 64	NOW	\$59	Dynasty Warriors	NOW	\$12	Secret of Evermore	NOW	\$12
Contra III	NOW	\$34	Star Wars	NOW	\$34	Final Fantasy Tactics	01/98	\$12	Secret of Mana	NOW	\$12
FIFA Int Soccer	NOW	\$75	Super Mario 64	NOW	\$66	Heretic 64	NOW	\$12	Tome Disciple	NOW	\$12
Golden Eye 007	NOW	\$76	Telesphere	NOW	\$66	Kings Field 2	NOW	\$13	Tomb Raider	NOW	\$10
Justi Epic	11/97	\$76	Wave Race	NOW	\$72	Legacy of Kan	NOW	\$13	Warcraft 2: Drk Saga	NOW	\$12

ROLE PLAYING GAMES

Title	Release	Price	Title	Release	Price	Title	Release	Price	Title	Release	Price
Beat Games	NOW	\$52	Killer Instinct Gold	NOW	\$72	Breath of Fire 3	NOW	\$11	MK Mythologies	NOW	\$10
Castellana 64	02/98	\$76	Legend of Zelda	03/98	\$79	Donkey Kong Country 3	NOW	\$14	Ogre Battle	NOW	\$12
Caylighter 3	NOW	\$76	Lost World	12/97	\$76	Doom 64	NOW	\$10	Quake 64	12/97	\$10
Cobra's Quest	11/97	\$89	Mace: Dark Ages	NOW	\$79	Duke Rukm 3D	12/97	\$10	Resident Evil 2	01/98	\$9
Contra III	NOW	\$34	Pixel Wings 64	NOW	\$59	Dynasty Warriors	NOW	\$12	Secret of Evermore	NOW	\$12
Contra III	NOW	\$34	Star Wars	NOW	\$34	Final Fantasy Tactics	01/98	\$12	Secret of Mana	NOW	\$12
FIFA Int Soccer	NOW	\$75	Super Mario 64	NOW	\$66	Heretic 64	NOW	\$12	Tome Disciple	NOW	\$12
Golden Eye 007	NOW	\$76	Telesphere	NOW	\$66	Kings Field 2	NOW	\$13	Tomb Raider	NOW	\$10
Justi Epic	11/97	\$76	Wave Race	NOW	\$72	Legacy of Kan	NOW	\$13	Warcraft 2: Drk Saga	NOW	\$12

COLLECTIBLE CARD GAMES

Title	Release	Price	Title	Release	Price	Title	Release	Price	Title	Release	Price
Beat Games	NOW	\$52	Killer Instinct Gold	NOW	\$72	Breath of Fire 3	NOW	\$11	MK Mythologies	NOW	\$10
Castellana 64	02/98	\$76	Legend of Zelda	03/98	\$79	Donkey Kong Country 3	NOW	\$14	Ogre Battle	NOW	\$12
Caylighter 3	NOW	\$76	Lost World	12/97	\$76	Doom 64	NOW	\$10	Quake 64	12/97	\$10
Cobra's Quest	11/97	\$89	Mace: Dark Ages	NOW	\$79	Duke Rukm 3D	12/97	\$10	Resident Evil 2	01/98	\$9
Contra III	NOW	\$34	Pixel Wings 64	NOW	\$59	Dynasty Warriors	NOW	\$12	Secret of Evermore	NOW	\$12
Contra III	NOW	\$34	Star Wars	NOW	\$34	Final Fantasy Tactics	01/98	\$12	Secret of Mana	NOW	\$12
FIFA Int Soccer	NOW	\$75	Super Mario 64	NOW	\$66	Heretic 64	NOW	\$12	Tome Disciple	NOW	\$12
Golden Eye 007	NOW	\$76	Telesphere	NOW	\$66	Kings Field 2	NOW	\$13	Tomb Raider	NOW	\$10
Justi Epic	11/97	\$76	Wave Race	NOW	\$72	Legacy of Kan	NOW	\$13	Warcraft 2: Drk Saga	NOW	\$12

VISA, MC and Discover accepted. Checks held 4 weeks. MONEY ORDERS UNDER \$200 SAME AS CASH. COD \$8. Price, availability, offer subject to change at any time. Release schedules and shipping times are approximate, not guaranteed, and subject to change at any time. Hardware orders may require additional shipping and handling charges. Collectibles shipped with same product. All sales final. Call for details. Shipping and handling charges calculated on a per order, per shipment, and per item basis. The "per order" charge is per order placed and the "per item" charge is charged once for each item ordered and the "per shipment" charge is charged once for each shipment we make to you.

'FINAL FANTASY 7' Act out your momentary dreams while saving the planet. Spectacular animated plot sequences, impressive storyline, three dimensional characters, unprecedented level of detail, great effects. **Story (Roleplaying)**
Release Date: NOW PSX \$59

'CASTLEVANIA' Transform into a bat, wolf, or mist in the quest to end the vampire bloodline. Immense secret levels, chambers, spells, weapons. A legion of wicked bosses, each with unique moves and individual personalities. CD quality music score. **Nonomi (Roleplaying)**
Release Date: NOW PSX \$48

'MORTAL KOMBAT: MYTHOLOGIES' The Mortal Kombat saga continues with an all new storyline. Instant playability as you take on over 30 different enemies while exploring 8 new worlds. Real-time 3D lighting, fully rendered 3D characters. **Midway (Adventure)**
Release Date: NOW PSX \$46, N64 \$79

MLB FEATURING KEN GRIFFEY JR., N64 comes packed with over 1500 motion-capture animations and a stadium full of stats. Pinpoint control and a fistful of specialty pitches. Four modes of play, including exhibition, full or full-season, Pennant race, or World Series. **Nintendo(Sports)**
Release Date: 11/97 N64 \$74

'SEGA AGES' The hottest hits of the 80's arcades are finally available on a home system. On a single cd, 'Sega Ages' features the blazing sci-fi madness of 'Space Harrier', the tune-rocker 'Iz' race 'Outrun', and the top gun action of 'Afterburner II'. **Working Designs (Bundle)**
Release Date: NOW SAT \$40

'MAGIC KNIGHT RAYEARTH' Three Japanese school-boys must save a Princess to restore peace to the land. Breathtaking animation with over 90 minutes of audio. When you talk to characters in the game, they reply! **Working Designs (Roleplaying)**
Release Date: NOW SAT \$52

'DARK FORCES: JEDI KNIGHT' In this long awaited sequel to Dark Forces, you battle a multitude of enemies and discover the secrets of the lost Jedi burial ground. Master lightsaber combat and harness an arsenal of firepower. Develop your force powers and become a Jedi Knight or a dark Jedi. All new 3D environments and characters. **LucasArts (Action)**
Release Date: NOW PC CD \$53

'LAST BORN' It's winner-take-all urban combat set in the unforgiving confines of the asphalt jungle where fighters must use hand-to-hand weapons skills to survive. Multiple weapons to use, from nunchucks to double sticks. Fight arenas modeled from actual urban locations. **Sega (Kick/Punch)**
Release Date: NOW SAT \$49

'DRAGON DICE KICKER SET #2' contains new dice to flesh out your Dragon Dice forces, all awesome Firewalkers and Monsters of stunning mottled red and blue. You need the basic set in order to play with this accessory. **TSR (Board Game)**
Release Date: NOW BG \$6

'MAGIC THE GATHERING 5TH EDITION' This deck contains 60 tradeable game cards, randomly assorted, plus a rule book. Each player must have a deck. This magic can be enhanced with more cards sold in booster packs. **Wizards of the Coast (Card Game)**
Release Date: NOW CG \$7

'STAR WARS' This roleplaying game plunges you into the breakneck thrills and pulse-pounding excitement of the greatest space fantasy of all time! Face overwhelming odds and impossible challenges. May the force be with you! **West End Games (Pen/Paper Roleplaying)**
Release Date: NOW RPG \$25

	Standard U.S. Mail	Priority U.S. Mail	2 Day	Overnight	Mail To Current
--	--------------------	--------------------	-------	-----------	-----------------

system
publisher
developer

Midway
Midway

strategy talk

One thing is for sure: MK4 is the best-looking fighting game yet (Virtua 3 is close). I've said before that I'm sick of fighting-game sequels, but this one puts me in awe just from the graphics alone. Add to that the fact it plays like the previous MKs, and Midway has a number-one game here. Is it really a number-one game though? The gameplay is not extremely original, going by the "if it ain't broke" theory. But maybe that will be the appeal. Not only does it have the gameplay of MK3, but the look that rivals anything on Model 3.

System 22... you name it!

Hopefully the game will still be tweaked.

—Mark "Xenophobia" Hain



strat-stats

time to complete:
10 minutes on novice
challenge:

moderate to hard
home version coming?

not anytime soon
so how's Blitz?

KICKS ASS:
best MK so far?

maybe...hard to beat

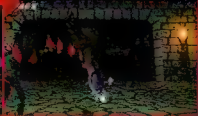
TRICKS AND COMBOS



Noob, wasn't sure if he liked the whole idea of Auto Combo. On one hand, it was cheap, but on the other hand, it let a novice get automatically die. Well, they have been reduced, and some old combos don't even work anymore. Guess we'll have to find new ones!



Once again, it seems the more the moves hit, the less the damage!



THE WEAPONS

Swords

Curved Blade (Jin Kang) Can hack multiple times. Flat Blade (Scorpion) Can hack multiple times.



Club

Spined Club (Noob & Quan Chi) Does more damage the more amount of damage it has.



Mail

Iron-looking thing (Raiden, Jarek) can knock you into the background. No special moves.



Crossbow

Only Jinji has access to the crossbow. It has a green bolt that launches on the floor and ceiling.



Flax

Probably it works a lot like the mail in that it can not slice several times fast. It does a lot of damage.



Spinning Wheel

Only a Sonye. Does great damage. Blades spin and launch you out.



SECRET CHARACTERS



In the newest version of the game, Ermac shows up along with Noob to challenge you. Jax and Johnny Cage will be showing up in a future version of the game. There are still spots left for secret characters. Will it be Gore? Plus who the heck is the Boss? These questions and more will be revealed soon (if they aren't already) since the game's out now!



Noob will now only challenge you!

CHARACTER SELECT

As you can see the Character Select Screen has changed a bit from the days of the MK4 tour. Noob's out, Jarek's in. We've also seen Noob in the middle of the screen on the Net. The one player is set up with five tiers including Novice, Warrior, Master and Master II.



MORTAL KOMBAT



Liu Kang

High Fireball F, F HP
Low Fireball F, F LP
Dragon Kick F, F HK
Bicycle Kick F, F LK



Liu Kang is pretty much the same, except no more charges for his Bicycle Kick, making him even MORE deadly. You are also able to Bicycle Kick then roundhouse in the corner... for now!



Liu is the fastest character, especially with no charge.



Raiden

Torpedo F, F LK
Fireball QCB + LP
Teleport D, U



Raiden's not much different either. You can still do his Jump Kick Torpedo combo. Word is his fatality is the same as it was in Mortal 1: charging up, electrocuting and blowing your head off!



Raiden's Jump Kick Torpedo combo still seems to be intact. His fireball seems to be more powerful too.



Sub-Zero

Freeze HCF + LP
Ice Clone HCB + LP
Sweep B+(LP + BLK + LK)



Hot from his own adventure, there can be only one. Sub-Zero is the old-school character without his Ground Freeze (for now?). His clone does not show up in the air in the early test version.



The clone works the same as it always has.

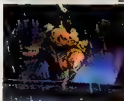


Scorpion

Spear B, B + LP
Teleport Punch QCB + HP
Air Throw BLK (in air)



Scorpion is the same, but it seems his old Jump Kick, Teleport Punch spear combo doesn't work. Something that will probably be fixed is the ability to spear RH infinitely.



The collision for a 3-D game is incredible—the air throw is way easier to do than in any other 3-D game.



Sonya

Leg Grab D+LP+BLK
Fireball HCF + LP
Bicycle Kick B, B, D, HK
Air punch F, B, HP



NEW MOVES:
Cartwheel : D, F, LK
Air Throw : BLK (in air)
Sonya has actually been updated a little. She has all her old moves, plus a new cartwheel attack. It is possible she also has a variant Bike Kick.



Sonya's the same except for a new cartwheel move.



Reptile

Acid spit HCF + HP
Dash Punch B, F + LP
Instability BLK+HP



Reptile is back to his old tricks again. His Acid Spit is now a bunch of globs spraying, making it hit a wider radius. The new Dash Punch is somewhat worthless, but another move at least.



Reptile's new move is a strange Lunging Punch.



Fujin

Levitation F, D, F + HP
Flying knee F, D, F + HK
Whirlwind Spin F, D, F + LP
Air Kick D + LK (in air)



The wind god is an interesting character. He has a couple of Kung Lao's moves (Dash Kick & Whirlwind) as well as a take-off of Ermac's levitation. Might have an Air Punch as well.



Fujin has control over wind, allowing cool air kicks.



Tanya

Fireball QCF + HP
Ground Fireball QCB + LP
Spit attack BLK + LK



Tanya looks like she could be related to Scorpion in some way (just an observation, nothing more). She has a Ki Kim Wu kick as well as Sindel-type fireball attacks. Pretty tough!



Tanya is somewhat similar to Sindel.



Shinnok

Quan Chi B, F, B, F, LK
Liu Kang F, F, HK
Sub-Zero B, D, B, LP
Kai F, F, F, LK



Nobu Seibot
Reptile
Scorpion
Sonya

B, B, B, LK
F, B, LP
F, D, F, HP



OK, here's his story.

He's Shang Tsung without the visual transformation. These are the currently known transformations, but there are more.

YES! Shang Tsung DOES exist... pretty much.

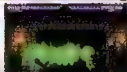


Quan Chi

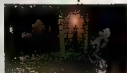
Green Skull Attack F, F + LP
Air Throw BLK (in air)
Teleport Stamp F, F, D, LK
Weapon Steal F, B, HP



One of the cooler characters in the game, Quan Chi is a sorcerer who sort of has Sheeva's Stomp and the excellent ability to steal other character's weapons. A cool character.



One of the coolest guys, cuz you can steal weapons!



Jarek

Cannonball B, F, LK
Backward Slam B, D, B, HK



Jarek is a strange character. He has Kano's Cannonball, as well as a new move where he falls backward, slams the ground and knocks you off your feet. He'll probably have more moves.



Miss Kano's Cannonball? well you got it back!



Kai

Rising Fireball F, F, LP
Falling Fireball B, B, HP
Turbo Air Fist D, F, HP
Hand Stand BLK+LK



NEW MOVES:
While in Hand Stand :
Throw : LK
Leg Toss : LP
Stand : BLK
Kai is the "African-American Liu Kang"-type character we reported early on. He's quick, agile and that handstand rules. His FB is cool too.



Kai is really quick—a lot like Liu Kang. However his moves are completely different—cool handstand.



The title screen for Street Fighter Alpha 2. The words "STREET FIGHTER" are in a large, metallic, 3D-style font. Below them, the word "plus" is in a smaller, red, blocky font, and "α" (Alpha) is in a white, stylized font. The background is a blue and white abstract design with a large, stylized "X" shape.

Guard Drop Simply press two buttons of the same strength (Jab and Sh rt). This move will stun the other player for one time, but it is slow and will use one bar of super energy. You can do the Guard Cancel in a row and receive Super Combo after if you use a full bar. G.C. is useful for people who block too much.

Super Cancer This is the most devastating type of cancer that allows you to cheat. It's there, it's always together.

As Super takes its second victory, meter (top) of the low 12 shows: An A-2. By 6:00, the yellow glow is gone, then quickly only another white and first is still A-1 (100), (shown as yellow glow) and red-13.

The key is to take the cancer out before you reach maximum and to make before you gain into the new one.

Except for Air Suffers (this Aluma's) (he'll) all but the one on the ground can be fought off before you take your new cancer into the water and

At first glance, the space hero is a 3-eye, candy-colored, tripped-out, true SF engine. The fact is this game is so surprising to you there are no simple Chain combos, and there are actually a few new features that add to the gameplay. The only way to cancel Super's adds a new dimension to the game. But the real challenge is in learning to get the maximum damage and hits from the best way of chaining moves together.

Don't waste your time using special moves. Note: (color) indicates color of barrel, weak means any strength hit (weak, fair or strong)
Weak Hits: 1 medium hit, 2 Fairs, 4 weaks, 1 Super or 3 mediums
Weak Hit: light Blue, light Gray, light Pink, light Yellow, light White
Weak Hits: (dark) Red, (dark) Green, (dark) Pink, (dark) Blue, (dark) Orange
Weak Hits: (dark) Blue, (dark) Black, (dark) Yellow, weak 3 Super Combo
 (dark) Super, (dark) Super, and 2 Super Hits

[illegible]

- To play as the new Bison just press Start and you'll be able to do more and take less damage, just like the computer!

- **Practice your timing and old-style SF techniques** like the deep hits, cross-ups and two-in-ones!
- **Team Battle:** Press and hold Select and L2 until the round begins to have the computer play.
- **Survival Mode:** Recovery is based on hits and time, so use a Super—especially when they can't take the damage to rack up hits.

— HERE COMES
A NEW CHALLENGER —

Win eight consecutive rounds to
have Akuma perform his Raging
Demon on Bison and take his
place as the last Boss!

time to complete project: **three days**
 challenge: **staying**
 pretty good at? **rock yeah!**
 sleep during deadline: **very, very little**
 need a vacation: **definitely**



VOLUME 1 ISSUE 1

Official
U.S.

PlayStation

Magazine

FORMERLY P.S.X.

ON SALE SEPT. 23

**EXCLUSIVE
PLAYSTATION
DEMO DISC**

playable demos:

PaRappa the Rapper
Ace Combat 2
Intelligent Qube
Fighting Force

non-playable demos:

Tomb Raider 2
NFL GameDay '98

PREPARE TO BE **ROCKED** BY

**GHOST
IN THE
SHELL**

KILLER

**FINAL
FANTASY VII
STRATEGY GUIDE**



Moves Key

Hold Direction
Press Direction

K Any Kick

P Any Punch

Short 4 1 Jab
Medium 5 2 Strong
R.House 6 3 Fierce

All moves are performed while facing right

Tricks and Special Items



Taunts: Sakura: Short, Short, Back, Jab, Fierce;
Skullomania: Down Forward Top with Punch,
Dhalsim: Back to Up Forward with Kick

- With Cracker Jack, use the button help to select a projectile, throw time to see "Fast Trick" meter on the screen. Also, hold away 15 times to hear the crowd cheer.
- After doing Skullomania's Skull Swing, hold Jab, Forward and Fierce (1, 5, 6) to get a rating.
- Skullomania is the only character with 3 colors.
- Sakura has an actual Super Cancel that is another Super. It is done Down, Down Back, to get a Super Kick.

- After doing Skullomania's Skull Dream, you can try to pull on an ending team by tapping Back, Forward, Forward, Back and Back at each animation. Also, you must hold Jab and Forward at all cost.
- With Hokuto, tap Back with Punch or Kick during the Thrust Kick to have her spin around.
- Pullum has a Double Whip. Note: Colors shown represent buttons (1, 4), (2, 5) and (3, 6) from left to bottom as shown on these pages.



Chains: Up close keep-away with FB and DP alternating. Don't count out his Jumping 2-hit Strong. Jump in and combo away.

Offense/Defense: He can still play keep-away with FB and DP alternating. Don't count out his Jumping 2-hit Strong. Jump in and combo away.

↓ ↓ ↓ ↓ P	Fireball
↓ ↓ ↓ ↓ K	Dragon Punch
↓ ↓ ↓ ↓ K X4	Hurricane Kicks
↓ ↓ ↓ ↓ X2 P C1	X2 C3
↓ ↓ ↓ ↓ X2 K C2	1 1 4 3 C4



Chains: Use all three DP in a row, regular, Shoryureppa and Shinyuken.

Offense/Defense: The 'reppa has high priority as well as the range of the fierce DP. Use his roll from mid-range to get in close. Also try cross-ups.

↓ ↓ ↓ ↓ P	Fireball
↓ ↓ ↓ ↓ K	Dragon Punch
↓ ↓ ↓ ↓ K X4	Hurricane Kick
↓ ↓ ↓ ↓ X2 P	Shoryureppa
↓ ↓ ↓ ↓ X2 K	Shinyuken



Chains: Use either Super first but add Hundred Kick with the Kick Super first.

Offense/Defense: Use her speed to dominate with quick moves like the Swallow Kick and move around FB and zone traps. She has good air priority, too.

K Rapidly	Hundred Kick
↓ ↓ ↓ ↓ K	Spinning Bird Kick
↓ ↓ ↓ ↓ K	Flying Swallow Kick
↓ ↓ ↓ ↓ X2 P	Kikoshō
↓ ↓ ↓ ↓ X2 K	Thousand Kick



Chains: Use Kick super, Cancel, Forward Kick and Super Kick again.

Offense/Defense: Stay from mid-to close-range on the ground. Use your SPD to counter throws when close.

1 2 3 Together	Double Lariat
4 5 6 Together	Quick Double Lariat
360° Spin P	S. Piledriver
360° Spin K	Siberian Suplex
360° Spin X2 P	Final Atomic Buster
↓ ↓ ↓ ↓ X2 K	Super Stomping



Chains: DP, Super DP, into Super HK. Also try Super DP into Super FB.

Offense/Defense: Don't rely on the DP as much as Ken/Ryu do; it's a long running time. Use her speed and vary timing of the fireballs.

↓ ↓ ↓ ↓ P	Fireball
↓ ↓ ↓ ↓ K	Dragon Punch
↓ ↓ ↓ ↓ K X4	Hurricane Kick
↓ ↓ ↓ ↓ X2 P C1	X2 C3
↓ ↓ ↓ ↓ X2 K C2	1 1 4 3 C4



Chains: From Sonic Boom follow the Open G.B. into the D.S.K. Also try the Flash Kick or the Open G.B. before the Double Somersault Kick.

Offense/Defense: His kick specials are a great defense. Use slow Sonic Booms and a jump attack to pin targets down.

↓ ↓ ↓ ↓ P	Sonic Boom
↓ ↓ ↓ ↓ K	Flash Kick
↓ ↓ ↓ ↓ X2 P	Open Gun Bit
↓ ↓ ↓ ↓ K	Double Somersault Kick



Chains: Use the Rejendo into the Super Drill Kick and drill into Super Drill.

Offense/Defense: If you get in close, use the Rejendo combo. Otherwise, use the range and projectiles to play keep-away.

↓ ↓ ↓ ↓ P	Yoga Fire
↓ ↓ ↓ ↓ K	Yoga Flame
↓ ↓ ↓ ↓ K	Yoga Blast
↓ ↓ ↓ ↓ X2 P	Yoga Inferno
↓ ↓ ↓ ↓ X2 K	Yoga Drill Kick
↓ ↓ ↓ ↓ X2 K	Yoga Rejendo



Chains: Khana into Air Puraekh, Air Drill into Forward Kick, Air Puraekh.

Offense/Defense: Her quick moves and speed are a great way to peck away at enemies. Use the Flip Kick to avoid projectiles and the Purim Kick on jumpers.

↓ ↓ ↓ ↓ K	Purim Kick
↓ ↓ ↓ ↓ K	Flip Kick
↓ ↓ ↓ ↓ K	Drill Kick
↓ ↓ ↓ ↓ X2 K	Res Al Khana
↓ ↓ ↓ ↓ X2 K	Puraekh Ra'am



Offense: FB twice into the C1 and juggle into C2! Also counter and C1.

Offense/Defense: Use the slide and counters to take care of attackers. Thrust Kick has great range but the Elbow leaves you very open.

↓ ↓ ↓ ↓ P	Elbow Thrust
↓ ↓ ↓ ↓ K	Thrust Kick
↓ ↓ ↓ ↓ K	Power Sweep
↓ ↓ ↓ ↓ X2 P C1	X2 C3
↓ ↓ ↓ ↓ X2 K C2	1 1 4 3 C4

D.Dark

Chains: Set Dark Wire into Dark Shackle into Kill Trap into Shackle again.

Offense/Defense: Lay the explosives to set traps and use the Kill Blade to ward off foes. The Dark Wire leaves you open.

Dark Wire	Get Over Here
Tazer Zap	Kill Blade
EX-plosive	Kill Trap
X2	Dark Shackle

Skullomania

Chains: Skull Dive or Skull Tackle into SC1, slide into SC2 into SC1.

Offense/Defense: Don't dive too much; use his quick specials.

Skullohead	SkulloCrasher	SkulloSlider	SkulloDive	Skulloswing
X2	SC1	SC1	SC1	SC1
X2	SC2	SC2	SC2	SC2

Cracker Jack

Chains: Final Punch into Home Run into Soccer Kick, Home Run into Jack or Buff.

Offense/Defense: All defense, bat projectiles and counter with a dash attack.

Dash Straight	Dash Upper	Battling Hero	Soccer Ball Kick	Final turn Punch
X2	SC1	X2	SC1	SC1
X2	SC1	X2	SC1	SC1

Blair D.

Chains: Shoot Kick into SpinSide into Mirage and back into SpinSide.

Offense/Defense: Use her low attacks that have great priority and try not to leave yourself open with moves like Shoot Kick.

Lightning Knee	Shoot Kick	Sliding Arrow	Shoot Upper	Mirage Combo	SpinSide Shoot
X3	X3	X3	X3	X3	X3
X2	X2	X2	X2	X2	X2

Kairi

Chains: DP into SC2 into SC1, air SC1 into SC3, HK into SC1.

Offense/Defense: Use the damaging Air Supers to Chain Combos and keep people away, otherwise play as a Ryu/Akuma clone.

Fireball	Demon Dragon's Punch	Hurricane Kick	SC3	SC4
X2	SC1	X2	SC3	SC4
X2	SC2	X2	SC3	SC4

Allen S.

Chains: Do either Fire Force into Triple Break or vice versa, try Soul into F. Force.

Offense/Defense: Use Justice and Soul Force to pin people down. The DP is best used as a jab for quick retaliation on jumping players.

Soul Force	Raising Dragon	Justice Fist	Fire Force	Triple Break
X2	X2	X2	X2	X2
X2	X2	X2	X2	X2

Darun M.

Chains: Pop up with SC2 and then do the Catch, link Lariat into the super Lariat.

Offense/Defense: Use the Lariat to get in close and stay there. Stay on the ground and get close to use throws.

Lariat	Ganges DDT	Brahma Punch	Daran Catch	Lariat of Dusk
X2	X2	X2	X2	X2
X2	X2	X2	X2	X2

M.Bison

Chains: Throw into Knee Super, Psycho Cannon into Knee Press and Cannon.

Offense/Defense: Keep up pressure with the press moves and use his priority moves to his advantages.

Psycho Crusher	Double Knee Press	Head Press	Somersault Skull Driver	Psycho Cannon	Knee Press Nightmare
X2	X2	X2	X2	X2	X2
X2	X2	X2	X2	X2	X2

Akuma

Chains: HK into Super FB, Super FB into Super DP into super air FB.

Offense/Defense: Air FB and DP make him hard to touch.

Great! Fireball	Flaming Fireball	Air Slash Fireball	Great! Dragon Punch	Hurricane Air Slash Kick
X2	X2	X2	X2	X2
X2	X2	X2	X2	X2

Baruda

Chains: Spin Attack into D.D.S., D.D.S into S.D.S back into air D.D.S

Offense/Defense: He has great defense from his spin to his swords' strikes.

Spin Attack	Dive	Chest Swords	Shoulder Swords	Torpedo
X2	X2	X2	X2	X2
X2	X2	X2	X2	X2

Cycloid Beta

Offense: Great combo of ranged and close-in attacks give a great balance.

Defense: Flip Kicks, Dive Kicks, Super are great ways to protect yourself.

Beta Shoot Upper	Beta Justice Fist	Beta Purim Kick	Beta Hienyu	Beta Hurricane Kick
X2	SC1	X2	SC2	SC2
X2	SC3	X2	SC3	SC3

Cycloid Gamma

Offense: Mostly fast striking moves but extremely effective.

Defense: Flash Kicks and Supers work best.

Rapidly	Hundred Kick	Gamma SkulloCrasher	Sliding Arrow	Final Turn Punch
X2	X2	X2	X2	X2
X2	X2	X2	X2	X2

Baruda

Chains: Spin Attack into D.D.S., D.D.S into S.D.S back into air D.D.S

Offense/Defense: He has great defense from his spin to his swords' strikes.

Spin Attack	Dive	Chest Swords	Shoulder Swords	Torpedo
X2	X2	X2	X2	X2
X2	X2	X2	X2	X2

Cycloid Beta

Offense: Great combo of ranged and close-in attacks give a great balance.

Defense: Flip Kicks, Dive Kicks, Super are great ways to protect yourself.

Beta Shoot Upper	Beta Justice Fist	Beta Purim Kick	Beta Hienyu	Beta Hurricane Kick
X2	SC1	X2	SC2	SC2
X2	SC3	X2	SC3	SC3

Cycloid Gamma

Offense: Mostly fast striking moves but extremely effective.

Defense: Flash Kicks and Supers work best.

Rapidly	Hundred Kick	Gamma SkulloCrasher	Sliding Arrow	Final Turn Punch
X2	X2	X2	X2	X2
X2	X2	X2	X2	X2

Diddy Kong Racing



system
publisher
developer

Nintendo
Rare

strategy talk

It usually takes an event of monstrous proportions to yell, "Stop the press!" Such an event took place just days before EGM's deadline when Nintendo brought Diddy Kong Racing to the office for three days of intense game playing and observation, in which time we saw the ending, a secret world and several secrets—some so new, it would be poor form on our part to print early!

Nintendo describes this game best as a mix between Mario Kart 64 (racing) and Mario 64 (adventure). With its many Play Modes and quests, it has awesome replay value to boot.

While it was a Nintendo tester who helped reveal much of this hands-on guide, we will follow this strategy up with a full blowout—sending a staff member to Nintendo's offices to play the game from start to finish and find every secret!

—Benjamin "No Phobias Yet" Durbin and Nelson "Helminthophobia" Taruc

P.S. Check out the huge feature story on Diddy Kong Racing in the December EGM!

strat-stats

time to finish pages:
one long, long night
cutest racer:

TipUp the turtle
ugliest racer:

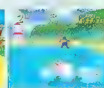
Krunch the gator
weirdest music in:

Hot Top Volcano
special thanks to:

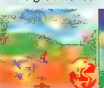
Mike at Nintendo

Exploration

1 The Overworld: This is where the adventure game begins. A blue elephant genie here will race you for balloons; plus you can find some hidden ones scattered about. You must explore the Overworld to find doors to the other racing levels.



2 The Worlds: You need a certain number of balloons to open up a door to a track. Beat the track in first place to earn another balloon. After you beat all the tracks, you then face a Boss. Beat that Boss to start the Silver Coin Challenge: Place first on all the tracks again, but find eight silver coins in addition!



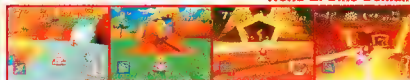
3 Lots More! Beat the Boss a second time (it gets harder) to get a piece of the Wizzing smulet. Collect all four parts of that smulet to open the door to Wizzing, the final Boss! Beat him to see the ending (and get a secret code). But don't forget the extras: Trophy Races, hidden space world, second quest... just to name a few!



DIDDY KONG RACING

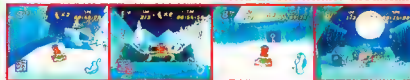
World Track Tips

World 1: Dino Domain



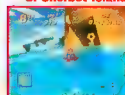
- **Fossil Canyon:** A huge dinosaur crosses the road at several points; if he stomps on your car, you'll lose speed.
- **Ancient Lake:** You can find the key to the first Battle Level here. Just drive straight from the start to the rocks shown.
- **Jungle Falls:** Avoid the lake at the start and use a "hidden" Zipper underneath a dinosaur skull for a speed boost.
- **Hot Top Volcano:** This is the first, plane level. Avoid the spurts of lava that come up from the floor.

World 2: Snowflake Mountain



- **Walrus Cove:** The left of this path above leads to a Zipper and a power-up balloon. This'll save you time if hit right.
- **Everfrost Peak:** There aren't too many secrets in this level, which uses the plane as the starting race vehicle.
- **Snowball Valley:** The key to the second Battle Level is found directly left of the starting line—take a detour.
- **Frosty Village:** To finish first, you must hit as many Zippers as you can, especially the last one before the finish.

3: Sherbet Island



- **Quick Tip:** You'll find the Battle Level key in Crescent Island, off a side path to the water.

4: Shadow Forest



- **Quick Tip:** This big shortcut in Greenwood Village is hidden by a well. Run into it.

5: Future Fun Land



- **Quick Tip:** To unlock this world, you must get Gold Cups in all four Trophy Races.

Finding Keys

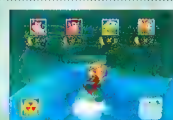
■ **Why Find Keys:** You don't get access to the Battle Levels right away. You must find keys hidden in some tracks to open them. Beat all four Battle Levels to unlock the Time Trial Mode.



■ **World One: In Fire Mountain Battle,** be the first to gather three eggs and return them to your nest. Tip: Steal eggs from the leader's nest into your own if you're close to losing.



■ **World Two: The Icicle Pyramid battle** is easy to win if you build up missiles and sit in a corner to wait for targets. Let the computer drivers wear each other down in the meantime.



■ **World Three: in Darkwater Cove,** you again must shoot to kill. Tip: Under one island is a shield power-up—effective but tough to use on an enemy.

■ **Where's the Key in World Four?** Here's a hint: Listen for the ringing of a castle bell...

Characters



■ **Starting Eight:** You can drive as one of eight animals (clockwise from top left): Krunch, Diddy Kong, Dumbo, Bang, Timon, Tuffy, TipUp and Genie. Each has different driving characteristics: Krunch is the fastest; TipUp turns best.



■ **Secret Players:** Beat Wizzing, the final Boss, and you might just get a code to race as other secret hidden characters, one of which is a chicken!

Bosses

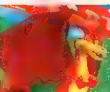
■ **Boss One:** Get too close and this dino will stomp you. Try to stay ahead of him the second time, or huge obstacles will drop on you. Look for a mountain shortcut.



■ **Boss Two:** The easiest Boss in the game, surely. Just don't hit anything and you'll eventually pass this walrus. Don't try to collect balloons the first time around—you won't need them.



■ **Boss Three:** This octopus is really tough the second time you face him. Avoid his bubbles at all costs—they will slow your hovercraft down the most in this race.



■ **Boss Four:** Flying with this dragon is really a pain with your plane. Avoid his floating fire breaths, which will make you crash. Find blue turbo power-ups to even the odds.

■ **Final Boss?** You have to race flawlessly and hit every Zipper to beat Wiggly and see the end. Or is it the end? Hmm...



Power-Ups



1 Red Balloon



2 Red Balloons



3 Red Balloons

■ **Warning!** If you aim to build up a specific power-up, be careful not to pick up balloons of different colors. If you do, you'll lose the power-up currently in storage.



■ **Power-up Theory:** Unlike Mario Kart 64, power-ups can be built up three levels—simple to most powerful. To do this, you have to collect consecutive balloons of the same color. An example is at left with the missiles: One Red balloon gets you one missile, two a homing missile and three a stack of 10 normal missiles. The complete power-ups list is below.



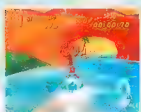
Balloon Color	Level 1	Level 2	Level 3
Red	Missile: Standard one-shot homing missile. These must be aimed ahead, so they're most effective at close range.	H-Missile: This missile homes in on an enemy. It can even turn corners to hit them. Good for long-range attacks.	10-Pack: Like the Level 1 Missiles, but now you have 10 of them. Good for using with a crowd of racers in front of you.
Green	Oil Slick: Self-explanatory. They last until run over.	Mines: This ugly spiked mine sticks around.	Bubble: Any enemy hitting it will be slowed down.
Blue	Regular Turbo: Press the trigger for a quick boost.	Blue-White Turbo: A more powerful boost.	Super Purple Turbo: The most powerful boost.
Yellow	Atomic Symbol: Forms a shield similar to the "Star Power" of Mario Kart that makes you invincible to most hazards.	Star Symbol: Makes you invincible as well, but lasts longer and is stronger.	Lightning Bolt: Same as Level 2, but now you can hurt other drivers if they touch you.
Rainbow	Yellow Magnet: The range on this one is not very good. Wait until your foe is only a few car lengths ahead of you, then pull and hold the 2 button to activate it. The magnet will lock you on and pull you up behind him.	Red Magnet: This one has better range and greater pull, allowing you to catch up faster.	Green Magnet: Unlike the other magnets, this one actually pulls the foe ahead of you toward you, rather than you getting closer. This has the added effect of slowing them down in addition to helping you catch up.

Battle/Time Trial Modes

■ **Formal Review:** As explained on the other page, the multilevel Battle Levels opposition you unlock means there are no Time Trial Modes until after you beat all the Battle Levels. If you can't wait, beat this Time Trial Mode, and you'll gain access to a second quest! (See page 104 for more on the race levels, which launch).



Vehicle Mastery

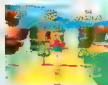


■ **Quick Starts:** Just like in Wave Race 64 and Mario Kart 64, you can start with a turbo boost. The key is to press the A button just before the announcer says go. It worked if you see a blue blaze coming out the back.

Plane

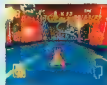
■ **Pros:** It can reach secret areas that can't be found by other vehicles. It can also pull off barrel rolls and straight rolls, which can sometimes help you pick up power-ups atop one another. "Land" it, and it can use road Zippers too.

■ **Cons:** The control is a lot more challenging to handle.



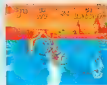
Car

■ **Pros:** It can take advantage of the Power Slide (press R when turning). There's also a Super Power Slide (press R+B buttons when turning) that'll help you make tighter turns. You must master this latter slide.



Hovercraft

■ **Pros:** It's reportedly the fastest craft in the game; plus it can run over water areas without slowing down—which can shave seconds off your lap time.



■ **Cons:** It's surely the hardest to control, plus its acceleration is the slowest.

The Zipper Rules



■ **What are Zippers?** They are red-and-orange arrows (or rings) that give you a significant power boost. In later levels and the Silver Coin Challenge, you won't win races unless you take advantage of every single Zipper you can find. There's more to it, though...



■ **...Technique:** If you let go of the accelerator just before you run over a Zipper, you can get an even better speed boost. That technique can work even better if, in addition to the above, you use a Turbo power-up (left) just before you go through. With a Level Three Turbo, you'll be able to hit speeds of up to 200 mph!

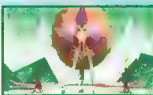


Game Over

FINAL FANTASY VII

JENOVA

Use attacks that hit multiple areas to take out the arms and weaken the body. Note: The arms will drop (right) after taking damage but they can regenerate if you take too long. This Boss is easy and can be killed



with physical attacks. At the end of the battle, the Boss will count down from five. Kill it before it casts Ultima magic.

STATS: Body N/A Arms 8,000-10,000 HP 600 MP
OFFENSE: Multiarea attacks (Comet, Slash or Summon)
DEFENSE: Standard barrier usage

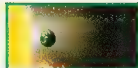
This Boss'll allow you to swap your teams. It can be a long fight but it's necessary. This form has many parts and is best fought by multiarea magic or attacks. It has some pretty

SEPHIROTH

damaging magic like an explosion, fire beam and gravity that range from 1,500-2,000 damage. Also the Fallen Angel spell can reduce your HP to one!

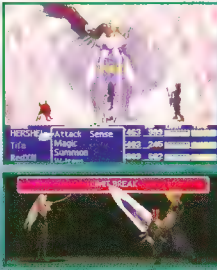


STATS: Parts range from 14,000-12,000 HP and 400 MP
OFFENSE: Attack fast and hard to take out parts because the Boss can heal. Use multiarea attacks.
DEFENSE: Cast both barriers and switch teams if you get too weak to revive.



The final Boss form—actually he isn't as tough as you might expect. You should equip your party with Ribbon (prevents any abnormal status) or fix and heal as quickly as possible. He can do some powerful damage and you can be caught petrified or too low on HP. (Split up "Healing" in case of death!) Look out for his Super Nova which is the longest spell in

the game (above)—it will reduce your HPs to the hundreds. A great resource is the WC Materia Item which lets you use two items or two spells at once. This becomes very important when your party is damaged. After he initially falls, you will be in a one-on-one match. Quickly hit attack to hit him before he hits you (shown below).



TIPS

THE DOS AND DON'TS

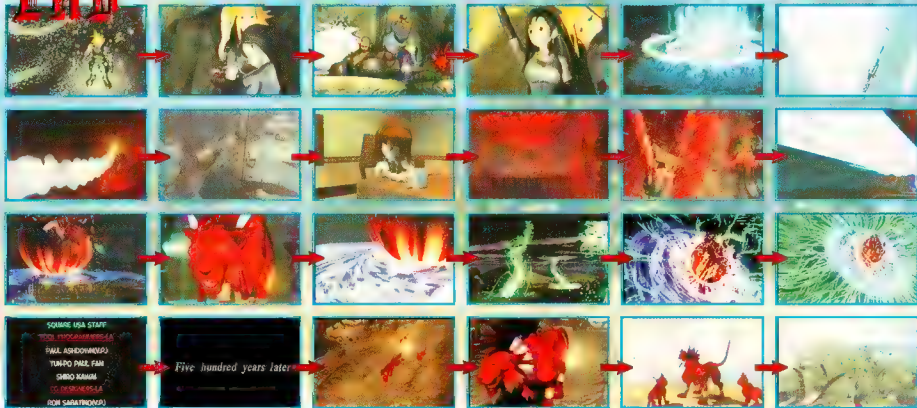
- 1) Use the strongest weapon you can. However, note its Materia growth rate: it can range from zero to three times.
- 2) Equip good armor and ace, but make sure to use protection against status change so your whole party isn't caught defenseless and unable to fix it.
- 3) Put valuable Materia in the best growth spot to max it out faster, such as Barrier and HP/MP plus.
- 4) At the beginning of a fight, cast all forms of Barrier and Haste yourself to gain the upper hand.
- 5) Don't give all healing potential to one character in case he/she dies, or is stunned. Balance is the key.
- 6) Build characters as weapon users and magic users and build their stat and equip accordingly. (Don't attack with a magic user, or vice versa, it is a waste of battle time.)
- 7) Use multiple-hit Summons as well as the Slash-All and Double Cut as soon as possible (on your best-suited characters).
- 8) Once you have the will go back and buy Materia for combos and HP and MP boosts.



Game Stats:
Gil at end: 475,000
Ending: almost 7 min
Time to Complete: 53 hrs

THE END

Even as Sephiroth is defeated, the Meteor still plunges to its doom. Everyone makes it out alive, but the explosion sends the "Hawking" crashing. The "flower girl is present" and Hoey is cast. Alas, notes Red XIII, it is having the opposite effect! As the only hope the lifedream of the planet answers the call and engulfs the Meteor in its energy. After 500 years, Red's clan lives on to protect the great valley and the now fully restored planet.



Five hundred years later...

PaRappa The Rapper

To get the best ending on PaRappa the Rapper, you must beat the last level in Freestyle Mode. When the word "cool" flashes, you're ready to freestyle! Do this by adding a few cool-sounding sequences after the next line of your rap. If done correctly, the spider will let you go off on your own, and you'll be treated to new scenes. After the last rap, PaRappa will give a speech, and the ending will ensue.



Earn crowns on all of the levels, and you'll get a special level where you can pan around and switch clothing on characters.



Beat the last level in Freestyle to get this scene!



Although you may have beaten all the levels, the only way to complete this game is to find all the hidden Greek tablets. Look at the 6x6-square on-screen level map, and imagine that the squares across are labeled left to right A to F, and that the squares going down are numbered 1-6. Using that grid system, here are areas where each of the tablets are hidden (check out the October *EGM* for exact locations):

- Wreck of the Conception: A-1
- Hitler's Lost Gold (tablet frame): A-1
- Montezuma's Revenge: E-4
- Diver Straits: A-4
- Sub-Trafficante: E-5
- Bermuda Triangle: E-2
- Great Barrier Reef: C-1
- Maru Rescue: F-5
- Bottom of the Earth: D-4
- Safe Passage: D-5
- Deep Freeze: C-4

FIND THE TABLETS TO VISIT ATLANTIS

Once all 4 the tablets have been collected, you'll get to play in Atlantis. This level is a cakewalk, with simple puzzles for you to solve.

THE SECRET ENDING

Once you've beaten Atlantis, you'll get a special cinema with the people who worked on the game!



TREASURES OF THE DEEP

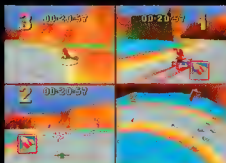


Next Month

ELECTRONIC GAMING MONTHLY

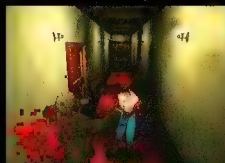
December 1997

Well, now that you've seen EGM's fancy new look, it's time to move on to something almost as exciting. That, of course, is the holidays. As always, we'll kick off this season's video game frenzy with our special holiday buyer's guide next issue.



Nintendo surprised everyone by announcing Diddy Kong Racing, a Mario Kart-type game.

The Brits are coming! The Brits are coming! Actually, their games have already made an impact. Ever wonder about some of those great games from overseas? Well, find out all about them in our cheeky British



RE: Director's Cut: It is one of the most popular games on the PS, and Capcom says they made it even better. Find out if this remake's worth buying.

FEATURE STORY



Are you looking for the best games to buy for yourself or someone else? EGM will give a rundown of the best games and buys for any game player.

Invasion feature.

Speaking of invasions, we'll probe Nintendo's ambiguous character, Toad. We'll ask hard-hitting questions such as: What is it? Where did it come from? Will it hurt us? We'll answer the questions that most gamers are afraid to ask.

And finally, the games. EGM will preview the N64 surprise game, Diddy Kong Racing, in addition to an in-depth look at Bomberman 64! We'll also decide if Resident Evil: Director's Cut is a remake worth buying.

EGM²

Tips, Tricks and Strategies from real gamers to real gamers

December 1997

It's the most wonderful time of the year—the holiday issue of EGM². We'll feature a lot of cool games that perhaps the jolly fat man will stuff in your stocking.

First off, burn wacky asphalt with Diddy Kong Racing. This awesome game has so many twists and turns that it'll make your head spin.

Then in Fighting Force, some crazy freak hopes to feed the whole world a deadly psychedelic trip. It's your job (with EGM's help) to make the guy understand the phrase "Just say NO" in any way possible.

Also, we will compare and contrast Duke Nukem, which is



With 50 moves at your disposal, stopping the bad guys is a snap!

on all three systems. Which one is the best? Check us out next month for the complete story.

Finally, EGM² previews and reviews the hottest peripherals of 1997 to help you in your quest to be a better player.

FEATURE STORY



Diddy Kong Racing—you read about it first in EGM—now learn to master it in the December issue of EGM²!



Could the new PS version of Duke be the best one yet?

ADVERTISER INDEX

EGM²

Alps Electric	89
www.interactive.alps.com	
ASC Games	33, 81, 105
www.ascgames.com	
ASCII Entertainment	53, 108-09
www.ascient.com	
Atlus	49
www.atlus.com	
BRE Software	139
www.bresoftware.com	
Capcom	23, 39, 41, 43-45, 79
www.capcom.com	
Chips & Bits	125
www.cdmag.com/chips.html	
Eidos	2-3, 8-9, 21
www.eidosinteractive.com	
Electronic Arts	4-5, 27-29, 37, 55-57
www.EA.com	
Funco	141
www.funcoiland.com	
Game Cave	145
www.gamecave.com	
Game Express	144
www.gexpres.com	
Innovations	138
www.innovation1.com	
Interact Accessories	146-47
www.gameshark.com	
Japan Video Games	140
LucasArts	12-13
www.lucasarts.com	
Mad Catz	7
www.madcatz.com	
Midway	11, 25, 71, 87, 90-91, 107
www.midway.com	
Namco	64-65, 72-75, 82-84
www.namco.com	
Pepsi-Cola Co.	19
www.pepsi.com	
Playmates	16-17
www.playmates.com	
Samsung	34-35
www.sosimple.com	
Sega	148
www.sega.com	
Sony Computer	60-61, 98-99
www.sony.com	
T*HQ, Inc.	69
www.thq.com	
Tommo, Inc.	142-43
www.tommo.com	

LIMITED
TIME
OFFER!

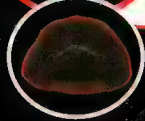


Official Licensed
Merchandise
From Your Favorite
Video Game
Magazine!



BASEBALL HAT:

Remember, polite gamers take their hats off in churches and schools! Embroidered EGM² logo on front, the mag's URL stitched on back, adjustable plastic snap-strap: **\$12.95**



MOUSEPAD:

Nothing says "I Can Kick Your Butt in Any Game" more than this mouse pad. It's great for playing mouse-based computer and video games. It doesn't work too well as a freebie, though. **\$8.95**



T-SHIRT: Wear the same shirts worn by our code-gathering "contacts" in the K&B, CIA and Mossad. These super high-quality, 100% plush cotton shirts last wash after wash. **SHORT sleeve T-shirt: M, L and XL: \$16.95 XXL: \$19.95** Mock turtleneck **LONG sleeve T-shirt: M, L and XL: \$23.95 XXL: \$26.95**



CD-ROM CASE: A MUST for the gamer on the go!

Holds 12 game or music CDs; plus soft clear sleeves won't scratch CDs but holds 'em tight, even when held upside down; double-slitched zipper won't come open! **\$12.95**

Order online at:
www.coolboy.com

INSTRUCTIONS FOR ORDERING VIA MAIL & FAX:

- 1) Print or type order information clearly!
- 2) Specify quantity(ies) per item and also shirt size, if applicable; subtotal order amount.
- 3) Shipping & Handling in USA: Add \$3.95 for first item; \$3 extra for each additional item. Shipping & Handling in Canada & Mexico: Add \$9.95 for first item, \$3 extra for each additional item. Sorry, all other countries must order from an Internet.
- 4) Florida residents include 6% sales tax.
- 5) Credit card info (full name, address, phone, zip, expiration date); sign your order.
- 6) Checks must be in U.S. dollars; order not shipped until bank clears check.
- 7) Merchandise shipped to payee's address only.
- 8) Allow up to four weeks for delivery.
- 9) This offer effective only until Oct. 28, 1997.
- 10) Incorrectly prepared mail orders will not be processed, and checks will be destroyed.

Or fax your order to:
561.626.1961

or mail your order with
a check made payable to:

CoolStuff Inc.
P.O. Box 32313
PB Gardens, FL 33420 • USA

VIRTUAL PETZ™

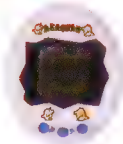
THE NEXT GENERATION OF VIRTUAL REALITY



Virtual
Puppy



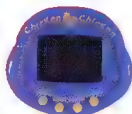
Virtual
Dinosaur



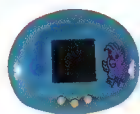
Virtual
Dragon



Virtual
Duck



Virtual
Chicken

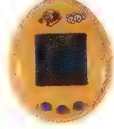


Virtual
Bird

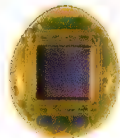


Virtual
Friend

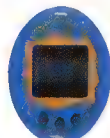
The First Virtual Reality Toy To
Have A Built in Pause Feature!



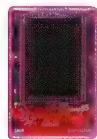
Virtual
Puppies



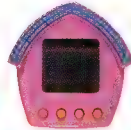
Virtual
Alien



Virtual
Turtle



Virtual
55 in one game



Virtual
Bear



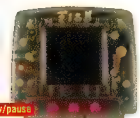
Virtual
Penguin

Virtual Kid

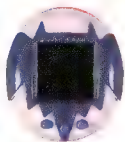
Available at a store near you + Babbages & Electronics
Boutique. Call 860-395-3090 to order or Fax 860-388-0084.
FOR WHOLESALE INFORMATION, CALL 860-395-3094.



Virtual
Kid



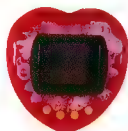
Virtual
Fish



Virtual
Bat



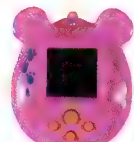
Virtual
Kitten



Virtual
Fortune Teller



Virtual
8 in one game



Virtual
Mouse



I ain't no
Tamagotchi™

JAPAN VIDEO GAMES

YOUR #1 SOURCE OF AMERICAN AND JAPANESE VIDEO GAMES



SEGA SATURN

U.S.

Megaman X4
NBA Live 98
Duke Nukem 3D
Super SF2 Collection
Sonic R
Magic Knight Ray Earth
Quake
Last Bronx

IMPORT

Cyberbots
Samurai Showdown 4
Thunder Force V
Samurai RPG
Langrisser IV
Classmate 2
Azel: PanzerDragon RPG
Virus
Silhouette Mirage
Super Robot War F
Rockman X4
Marvel Super Heroes
Slayer



Dead of Alive



Xmen vs Street Fighter



Z-Gundam \$59



Saturn converter 20



DBZ Legend \$49



Sonic R \$49



NBA Live 98 \$69



Cyberbots \$49



Thunder Force V \$75



Samurai Showdown 4 \$49



Samurai RPG \$69



Langrisser IV \$59



Classmate 2 \$49



Azel: PanzerDragon RPG \$49



Virus \$49



SONY PLAYSTATION

U.S.

Marvel Super Heroes
Crash Bandicoot 2
Bushido Blade
Tommy Raider 98
NBA LIVE 98
Castlevania
Final Fantasy 7
Super SF 2 Coll
SF Rush

IMPORT

Gun Bullet
Grand Theft Auto
Final Attack
Holy Skies
Blow
War
Guns
Parasite
Front Mission 2
Front Mission
Super SF 2
Time Crisis
Midnight Run
Psychic Force
King of Fighters
Speed Power Gun
Breath of Fire 3



Marvel Super Heroes \$79



Crash Bandicoot 2 \$79



Bushido Blade \$79



Tommy Raider 98 \$79



NBA LIVE 98 \$79



Castlevania \$79



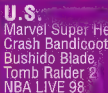
Final Fantasy 7 \$79



Super SF 2 Coll \$79



SF Rush \$79



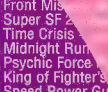
Dragon Ball Z 3D Final Bout \$79



Zero Divide 2 \$69



Breath of Fire 3 \$79



Dragon Ball Z GT \$69



Golden Fighter \$69



Final Fantasy Tactics \$79



Dragon Ball Z 3D Final Bout \$79



Zero Divide 2 \$69



Breath of Fire 3 \$79



Dragon Ball Z GT \$69



Golden Fighter \$69



Final Fantasy Tactics \$79



Dragon Ball Z 3D Final Bout \$79



Zero Divide 2 \$69



Breath of Fire 3 \$79



Dragon Ball Z GT \$69



Golden Fighter \$69



Final Fantasy Tactics \$79



NINTENDO 64™

Import

Goemon
Sonic Wing Assault
Rev. Limit
Doremon
Bomberman 64
St. Andrews Golf
J-League Soccer
Hinoriken
Aeros Gauge

U.S.

Star Fox 64
Int'l Super Star Soccer
Mission Impossible
Top Gear Rally
Golden Eye 007
Clay Fighter 63 1/3
Major League Baseball
Tetrisphere
Multi Racing Championship
Lamborghini 64
Dark Rift
F1 Pole Position
WCW vs World
San Francisco Rush

Now you can play Import N64 games on U.S. N64 systems with N64 converter \$15



Wonder Project J2 \$29



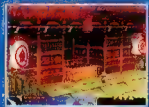
Grand Prix \$75



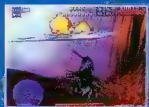
Human Grand Prix \$75



King of Baseball \$69



Goemon 64 \$49



Sonic Wing Assault \$49



Rev. Limit \$49



Doremon \$49

Bomberman 64 \$49

St. Andrews Golf \$49

J-League Soccer \$49

Hinoriken \$49

Aeros Gauge \$49



SFC/SNES Converter \$15



Gun Hazard \$79



Sailor Moon RPG \$79



Bahamut Legion \$79



Bomberman \$79



Dragon Quest \$79



Arabia Knights \$79



Yu Yu Hakusho 2 \$79



Final Fantasy \$79



The Lord of Elemental \$79



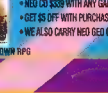
Dragon Knight 4 \$79



Star Ocean \$79



Final Fantasy \$79



The Lord of Elemental \$79



Dragon Knight 4 \$79



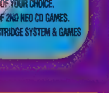
Dragon Knight 4 \$79



Star Ocean \$79



Final Fantasy \$79



The Lord of Elemental \$79



Dragon Knight 4 \$79



ORDER HOT LINE:

626-281-9282

DEALER & WHOLESALEERS WELCOME

710-1 W. LAS TUNAS, SAN GABRIEL, CA 91776 • FAX: 818-458-6845

WE CARRY POSTERS, T-SHIRTS, NOVELTIES, WALL SCROLLS & GAME MUSIC CDs



Nintendo SNES SEGA PlayStation GameBoy

[illegible]

Holiday Deadline: Be sure to place your orders by Dec 22, 12 pm.

All Games Come With a 90 Day Warranty!
ONE YEAR Warranties are Available
Hours: Mon-Fri 9:00am to 7:00pm Central

NEW! Online Ordering!!
http://www.funcoland.com

Win a \$25 **Funco** Gift Certificate!

DOWN

1. In Final Fantasy 7 you join the _____ Resistance.
4. Final Fantasy 7 begins in the _____ Industrial Complex.

ACROSS

2. A flower girl in Final Fantasy 7, _____.
3. Rate of currency in Final Fantasy 7, _____.
5. The evil corporation in Final Fantasy 7, _____.



Contest Rules: No purchase necessary to enter. Complete the crossword puzzle, cut it out and mail it, along with your name address and phone number to:

November Mail Order Contest, Funco, Inc., 10120 West 76th Street, Mpls, MN 55344. All correct entries will be entered in a drawing. Solution must be submitted by November 20, 1997.



NINTENDO 64

TOMMO™

YOUR #1 VIDEO GAME DISTRIBUTOR!

TO ORDER CALL 626-839-8755

web site: WWW.TOMMO.COM eMail: sales@TOMMO.com

SEND ORDER TO: P.O. BOX 8220 ROWLAND HEIGHTS, CA 91748

TEL: 626-839-8759 OR FAX: 626-839-8751 FAX: 626-839-8752

SEGA SPECIAL

SEGA SATURN™
UNIT ONLY
\$150

LOOK

ONLY
\$249per set
+ shippingPackage Including: EXTRA WHITE CONTROLLER •
TWIN STICK • UNIVERSAL ADAPTER • VIRTUA ON •
FIGHTING VIPER • Big Hunt BASEBALL • DARK LEGEND
• DAYTONA USA • VIRTUA COP 1 • VIRTUA FIGHTER

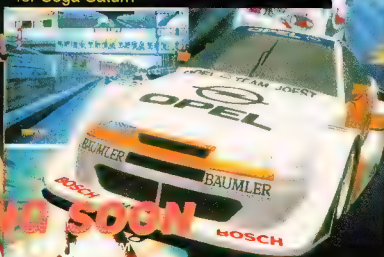
\$19.99 SPECIAL

3D BASEBALL
A.M.O.K
BAKU BAKU
BIG HURT (BASEBALL)
BLACK FIRE
BUG
BUG TOO
CLOCKWORK KNIGHTS
CONGO (THE MOVIE)
CYBER SPEEDWAY
DECATHLETE
GHEN WAR
GOLDEN AXE DUELGUARDIAN HEROES
GUN GRIFFON
MANSION OF HIDDEN SOULS
NBA ACTION
NHL ALL STAR HOCKEY
NIGHTS
PEBBLE BEACH GOLF
PRIMAL RAGE
SEGA RALLY
VIRTUA FIGHTER 2
VIRTUA ON
WORLD SERIES BASEBALL
PANZER DRAGONREFURBISHED
SEGA™ NOMAD SYSTEM
WITH Street Fighter 2 OR
Cesar Palace OR
Pacman 2

While supply last

SEGA RACING
CONTROLLERFREE
MUSIC CD WITH PURCHASE OF
SATURN CONVERTER
• \$19.99 each
• \$79.99 each

Sega Saturn™ Converter Special

FREE MUSIC CD WITH PURCHASE OF
SATURN CONVERTER
• SS FIGHTING VIPER
AND SS DARK LEGENDONLY
\$19.99
+ shippingLast Bronx
for Sega Saturn™SEGA TOURING CAR
for Sega Saturn™COMING SOON
SEGACAPCOM
MARVEL
SUPER HEROESFOR SONY PLAYSTATION™
& SEGA SATURN™
FROM CAPCOM™

WANTS

MORE POWER?
MORE SPEED?
MORE GRAPHIC?GET
REPLAY PRO

FOR SEGA SATURN™

ONLY
\$69.99 eachTOMMO EXCLUSIVE
SEGA SATURN REPLAY PRO

SEGA SATURN

Capcom, Sega, and Nintendo are registered trademarks of their respective companies. PlayStation is a trademark of Sony Entertainment Co. All Rights Reserved.

COME VISIT OUR RETAIL STORE AT:
1025 E. Valley Blvd #A116, San Gabriel, CA.



**HOTTEST
GAME IN STOCK!**
JURASSIC PARK
THE LOST WORLD FROM SEGA SATURN™

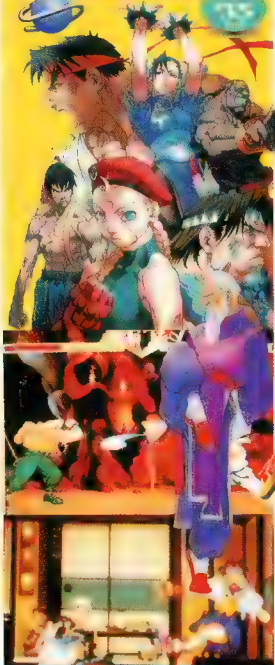
DRAGON BALL Z SUPER BATTLE COLLECTION ACTION FIGURES 1-20



STREET FIGHTER COLLECTION



PlayStation
SONY PLAYSTATION™
& SINGA SATURN™
from CAPCOM™



ALSO IN STOCK: STRAIGHT
FRONTIER EVIL INN
RESIDENT EVIL
(DIRECTOR CUT) (PS)
• MEGAMAN X 4 (PS & S-P)
COMING SOON
• STREET FIGHTER 2 (PS)



PLAYSTATION™ SYSTEM SPECIAL
CAN PLAY JAPANESE & AMERICAN SOFTWARES

FREE
3 games
TOTAL NO. 1
MEGATUDO 2000
TOSHINDEN KID
EXTRA CONTROLLER
ONLY \$269

**LOWEST
MEMORY PRICE EVER!**
From \$14.99

**BUY!
NOW!**

\$13



PS CONVERTER

Exclusive!
Can play PS
game with
Saturn/Snes
Controller
ONLY \$19.95!

**ANALOG CONTROLLER
FREE TOSHINDEN
game**

INCREDIBLE DEAL

At Super Mario

\$39



N64 UNIVERSAL PACKAGE

BEST VALUE!
FREE
• WONDER PROJECT
• PILOT WINGS
• EXTRA ULTRA PAD
• MEMORY CARD

Protonic Protonic One N64 Version (Japan) • One Wonder Project • Pilot Wings • Extra Ultra Pad • Memory Card



NEW! N64

FREE

CONTROL PAD

ONLY \$89

ALSO IN STOCK:
• DOOM (PC) / ST
• TROUBLE MAKER / \$79
• MARIO (rumble) / \$79
• DYNAMO SLOVER / \$99



ONLY \$39

Impossible price

N64 WEAPON

ULTRA CONTROLLER
• MEMORY CARD
• RUMBLE PAK
• GAME PROTECTOR
ONLY \$49



VIRTUAL BOY™ SPECIAL



with 4 free games

ONLY \$49



ONLY \$79

**ST. ANDREW GOLF
OR MYSTICAL NINJA
CONVERTER**



**3 in 1
RACING
CONTROLLER**
ONLY \$49



**Free
Converter
• N64 Controller
• N64 Memory card!**
With Purchase of
N64 King of Pro-Baseball
ONLY \$69
**BUY!
NOW!**



NEW

SMART TIME BOY

ONLY \$19

ALSO AVAILABLE:

• CHICKEN KOKO - \$9.99

• DINO - \$19.99

• ALIEN - \$19.99

• 10 IN 1 - \$19.99

GAME CAVE

"YOU HAVE
WAITED ALL
YOUR LIFE
FOR THIS!"



Import Software



X2 PS

\$73.95



METAL GEAR SOLID PS

\$73.95



FRONT MISSION 2 PS

\$78.95



BREATH OF FIRE 3 PS

\$68.95



TOBAL 2 PS

\$78.95



BIOHAZARD 2 PS

CALL!



SAMURAI SHOWDOWN 4 SS

\$58.95



DEAD OR ALIVE SS

\$63.95



SILHOUETTE MIRAGE SS

\$63.95



X-MEN VS. STREET FIGHTER SS

\$69.95



PANZER DRAGON AZEL RPS SS

\$58.95



CHAOS SEED SS

\$68.95



CHAMELEON TWIST N64

\$93.95



GOEMON 5 N64

\$88.95



BOMBERMAN 64 N64

\$93.95



SECRET OF MANA 3 SFA

\$83.95



DBZ HYPER DIMENSION SFAM

\$78.95



FINAL FANTASY 5 SFAM

\$73.95

Wall Scrolls



Ranma 1/2

\$19.95



Evangelion

\$19.95



Evangelion Group



FF7 Canyon

\$19.95



Macross Fire Valkyrie

\$19.95



K of F 97 NEO CD

\$79.95



Metal Slug NEO CD

\$73.95

Samurai Show RPS NEO

Call!

Music CD's



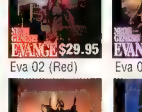
TEKKEN 3

\$38.95



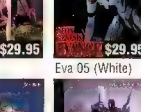
S of Mana 2

\$19.95



FF7 Original

\$53.95



Tobal 2

\$33.95



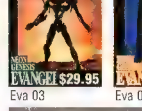
Dracula X

\$33.95



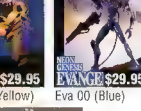
DBZ 18 1/2

\$17.95



Chrono Trigger

\$47.95



FF Grand Finale

\$19.95



Sailor Moon

\$17.95



CT Bink of Time

\$19.95



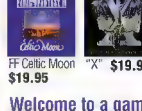
FLove n' Grow

\$19.95



FF 6 Original

\$53.95



H-Celtic Moon

\$19.95



Evangelion Vol. 3

\$19.95



FF 4 Original

\$17.95



FINAL FANTASY 7 ACTION FIGURES

\$19.95 each

Special Package Offer!



Get The Anime And Music CD
EVANGELION ANIME COLLECTION SPECIAL: You pick any one Evangelion 0.1, thru 0.8 anime plus your choice of the three volumes of music. (\$60.00 value) \$33.95

Welcome to a gamer's dream come true!



INTRODUCING:
THE GAME CAVE SHOWROOM/RETAIL STORE
GAME CAVE 421 E. HUNTINGTON DR. MONROVIA CA. 91016

Special Package Offers!



SPECIAL SATURN TRIPLE PACK! BIOHAZARD DASH, SKULL FANG, KING OF 95 W/RAM \$123.95



PS DOUBLE PACK SPECIAL
King of Fighters '96 and Zero Dike 2
\$117.95

Open 7-Days A Week Mon. thru Fri. 8am - 7pm Sat. & Sun. 8am - 5pm PST Visit Our Web Site: www.gamecave.com Visit our showroom: 421 E. Huntington Dr. Monrovia, CA

Master Card, Visa, Discover, American Express and G.O.D.s are cash, cashiers check or money order.
Shipping and handling are extra. All checks please allow two to three weeks to process. Prices are subject to change without notice.
Satisfaction Guaranteed - return any item in the same condition as originally shipped within 7 days for prompt refund or exchange.
Excluding shipping charges. Game Cave is not responsible for manufacturer's delays, nor for changes in product after publication.
California residents please add 8.25% sales tax.

INFO LINE **1-626-930-1300** EGMO05
Orders Only, Toll Free: 1-888-GAME-CAVE



ABUSE THE POWER.™



Rx GAMESHARK™
VIDEO GAME ENHANCER

For PlayStation and Sega Saturn.
Now recommended for Nintendo 64.

Take daily for enhanced
gameplay and immortality.
Continuous use may contribute
to the sudden appearance of
hidden objects, the reaching of
previously unobtainable levels,
and absolute domination of your
video games.

Unlimited refills.

WARNING: Exceeding recommended dosage may
cause serious orthodontic side effects.

INTERACT
GAMESHARK™

Obtain the latest codes from:
www.gameshark.com
+1.900.772.SHARK (Call costs
\$1.29/minute. You must be 18
years of age or have parent's
permission to call.) Dangerous
Waters Newsletter (For more
info call 410.238.2424) •
Gaming Mags • GameShark
available for PlayStation™ and
Sega Saturn™. Now available
for Nintendo®64. ©1997
InterAct Accessories, Inc. A
RECOTON COMPANY. All
rights reserved.

GameShark user. Age 78.



SEGATM hard stuff
www.sega.com



enemy zero

To boldly die where no one has died before. This is Enemy Zero, and you are Laura Lewis. You're on a space station and your crew members are being picked off one by one by an alien beast. No sweat, it's a shooting game and you can handle a gun. But you can't see the alien, only hear it. Scared? Thanks to the eerie soundtrack and intensely graphic cinematic effects you will be. Just be careful. In space no one can hear you wet your pants.



Sega is registered in the U.S. Patent & Trademark Office. Sega Saturn is a trademark of Sega. Enemy Zero ©1996 WARP. ©1997 SEGA, P.O. Box 8097, Richmond, CA 94803. All rights reserved.

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!